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CPC



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AMSTRAD ACTION

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Happy Days!

All aboard for a CPC cartoon carnival

Picture this!

Is PICASSO the best art package yet? PLUS the start of a new art tutorial...

Making tracks

Compose a MIDI masterpiece on your Amstrad...

Fastest gun in the West?



Exclusive review of WILD WEST SEYMOUR – page 44

What, no covertape? Ask your newsagent where it is, or you'll be missing out on a complete game, three utilities, pokes and more!

ALSO ON DISK!

Want a disk version of the covertape? (6128 Plus owners take note) See the tape pages for ordering details.

Line u

Serious



Games



Main feature





up

Regulars

ACTION PACK

This month's tape is a multi-media event! There's a full game, three great utilities, pokes, type-ins AND a totally devastating musical experience from new pop group Urban Dance Terrorists and their CPC...



1 Glider Rider

Now if you wanted to wipe out a heavily-defended island fortress you'd use an F-16, perhaps, wouldn't you? Or maybe a B-52? But not a hang-glider. No, of course you wouldn't... oh dear, it seems you would. Mad fool



2 Utilities

This month we've got a really neat little machine code animation program, and a screen compressor that will cram twenty five 17k screen files into 178K of disk space! PLUS two files that will let you print out pictures on GPAINT, the art package on the AA80 tape



3 New Yorker (edit)

We don't just tell you how to go about making music on your CPC (see feature last month and this month), but we also show you what the results can sound like! 16-bit owners: try asking one of your magazines to put a pop song on their cover DISK. Ho ho...



4 Type-ins

Your chance to use all the TYPE-INS from AA84 without having to lift a finger! (To type them in, that is.) Dihunt is a jolly collect-em-up (6128 only, alas), SUPER SNAKE is an arcade game for fast reflexes and EYE is a spooky graphics demo



5 Pokes

Naughty cheating routines for JOHNNY QUEST, BIFF, SOCCER PINBALL, DRAGON SPIRIT and NAVY MOVES. All thanks to the efforts of celebrated code tweaksters Graham Smith and Andy Price. But hey, don't these guys ever finish a game the HARD way?

Just turn the page for all the details ➠ ➠ ➠

ACTION PACK

Glider Rider

Hang-gliding and motorcycling – two of the most dangerous activities there are. Oh, and flying around over automatic lasers is pretty dangerous, too...

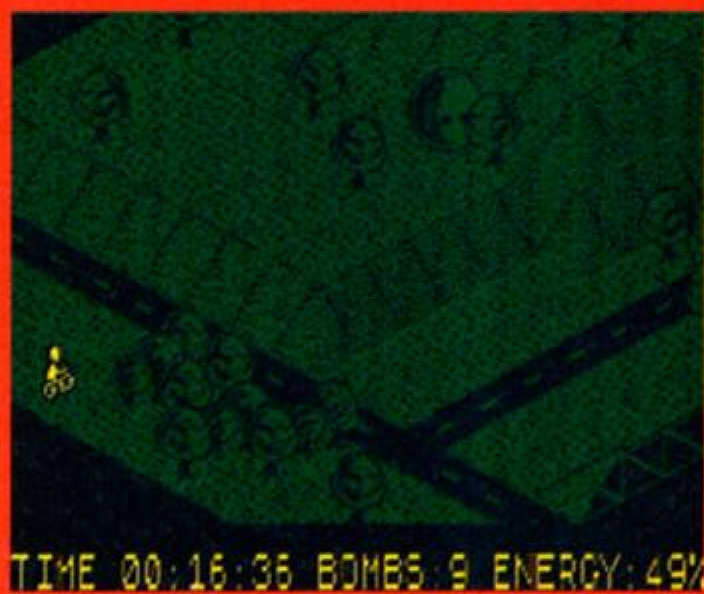
Loading: *Glider Rider* is the first item on the covertape menu. (Rewind to the start of Side 1 and press CTRL+ENTER to load the menu.) Make sure it's the program highlighted, then hit the ENTER key to load it.

You'll find out just *how* dangerous within five seconds of taking off in your little micro-lite aircraft. Five seconds is a pretty long time to stay airborne for a beginner playing *Glider Rider*.

It'll take you a darned sight longer than that to work out how to get airborne in the first place. You start the game on our motorbike, at the edge of Abraxas Island, a plastic fortress defended by... sorry, what was that? Yes, er, we did say plastic. We don't really know why it's plastic. But anyway, it's defended by horrible ground installations that shoot you down with laser fire every time you come within range. Which is a bit awkward because they're always near to the nuclear reactors you've been sent there to destroy. (Nuclear reactors on a plastic island? Dodgy or what!)

That's the idea, really, to destroy all 10 nuclear reactors. Once you've done that, you can rendezvous with your submarine having completed your mission.

Getting one or two isn't too hard, despite those nadgery laser installations, but two of the reactors are inside a heavily-guarded installation in the centre of the island. That's not fair, not fair at all...



Well, 45 minutes left. But with only 49% energy left, does it matter...?

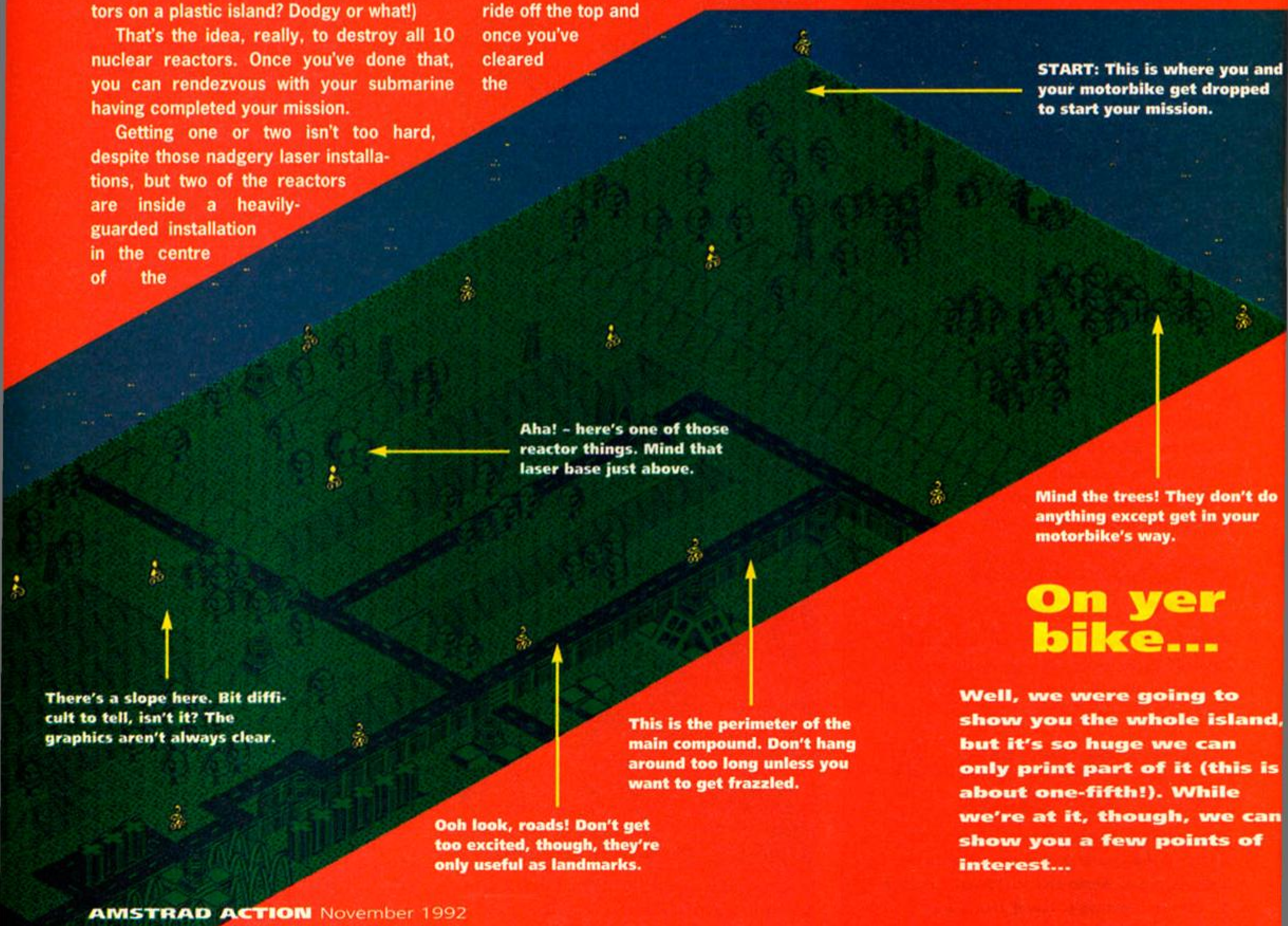
Any more questions? Yes, you at the back there with the the rubber chicken and the stutter... you want to know how to take off? Well, it's like this. You have to find a slope two or more squares high. Then you ride off the top and once you've cleared the first square press down the key for the opposite direction. You should now soar gracefully in the air...

Any more? Yes, you madam... the lady with the loud-hailer... how do you bomb the reactors? Madam, you simply fly over them and then press Fire. You do have to be quite a good shot, though.

One last thing, if you run out of bombs you can replenish your stocks by riding your motorbike into what appear to be piles of cannonballs. These are all over the place.

Glider Rider controls
Keyboard or joystick control

Q ....Up
A ....Down
O ....Left
P.................................Right
Space ....Drop bomb
(keys can be redefined)



On yer bike...

Well, we were going to show you the whole island, but it's so huge we can only print part of it (this is about one-fifth!). While we're at it, though, we can show you a few points of interest...

Utilities

This month's super serious assortment include a whole pile of programs to help screen design....

GPaint hard copy

Files: HARDCOPY.BIN and HCOPY3.BIN

A bit of a cock-up on the technical front meant that the very popular *GPaint* art proggy (*AA80* covertape) refused to print. No prob, Bob: transfer these two files to your *GPaint* disk, and printing will be OK.

Screen compressor

Files: SQ23.BAS, SQ23.BIN and USQ2.BAS

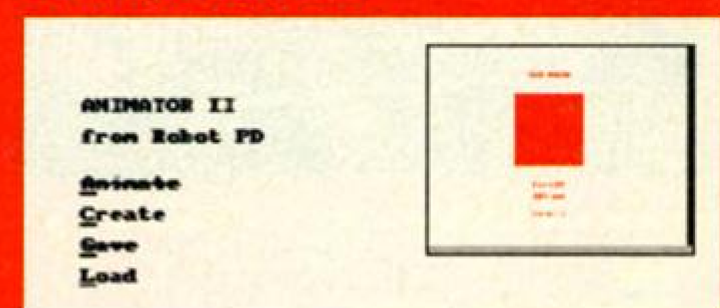
SQ23: This superb program by Dutch programming team Dragonbreed Wetware squeezes 17k screen files down to a more manageable size. The most popular squeezer in the public domain, it was used to produce slideshows such as *Amiga Graphics* (which is how 49 pictures were

```
70 CALL &4000+&FF0: CALL &BB18
80 GOTO 60
```

USQ2: An easy way to unsqueeze screens squeezed with the above program. Simply enter the filename (remembering the exclamation mark if you're on tape) and the screens will be restored to a standard binary file.

Animator

Files: ANIMATOR.BAS and ANIMCODE.BIN



How to load your covertape

Just pop the tape into your machine, making sure it's rewound to the start of Side 1, and then press CTRL + ENTER (or type RUN""), then press any key and the tape will start loading.

Within a few moments you get a menu screen. Choose the program you want using the Spacebar, then hit the Return key.

Glider Rider and the utilities are on Side 1 of the tape. The audio track, pokes and type-ins can be found on Side 2.

- Note that the game pokes, type-ins *and utilities* are not loaded directly from the menu. Instead, you have to quit back to BASIC and use the RUN"(filename)" command.
- If you have a disk drive either built into your machine or plugged in, you will first have to type |tape to switch the computer to tape loading. You get the | character by pressing SHIFT+@. Then just proceed as normal.

Duff tape?

We go to great lengths to make sure that our covertapes work properly. However, if you still have difficulty, try this:

- Loading at several different volume levels if you're using an external tape recorder
- Cleaning the tape heads. This can be done with

New Yorker (Edit)

We don't just tell you how to do things in Amstrad Action – we demonstrate the results too. Pop side 2 of the covertape into your hi-fi, sit back and enjoy...

Ever heard of a band called Urban Dance Terrorists? You have now. Formed specially for this issue of *AA*, and part 2 of our music special, the band consists of Adam Peters and some human beings. They locked themselves in a room for the weekend, together



Pokes

Here we go with another set of cheating routines. To use them, just follow the instructions below. Don't let those pesky games beat you!

BIFF.GS Feeling a bit run down while you're playing the tape game *Biff*? This little poke from Graham Smith slows down your rate of energy loss.

DRAGON.AP Are you finding life too short in the tape version *Dragon Spirit*? Andy Price's poke won't help that, but it will give you an infinite number of the things...

Reacti



If you've got something to say, don't keep it to yourself – write to us! ROD LAWTON is the bloke in the hot seat this month, and he answers queries about the Plus, the Pilgrim and the PRISON RIOT (isn't there a joke about those three?). Oh, and COLOURDUMP 3...

Old Codger

A multipart (or mul-*tie* part as they say in America) letter for you to ponder over.

Is it true the rumour I have been spreading that you changed the name of the Pilgrim to Balrog because you received a letter from the Archbishop of Canterbury who didn't like the idea of a person who visits cathedrals and holy places to be connected with computer adventure games?

How long was *F16 Combat Pilot* out before a review appeared? I saw it advertised as long ago as *AA40*. Please explain.

The Answer to the *AA* Conspiracy... everyone has left because they didn't like Rod's hairy beard and they couldn't stand Adam's smelly feet.

The day trip to France was excellent, but I can't help thinking that all the games you listed as being available in the hypermarket you can get from any number of mail order firms in the UK.

Apart from that, well done on a brilliant magazine. You never seem to run out of ideas and there is always something new to read.

James Banyard, aged 5844 (days)
Sandwich

Yes, the Americans do say 'mul-tie', James, but we DON'T. Black mark number one. Black mark number two is for spreading false rumours about the Pilgrim. He actually went away, taking his copyrighted pseudonym with him. Our new adventure columnist had to invent his own copyrighted pseudonym (we still don't know who he is). We reviewed F-16 Combat Pilot as soon as it was finished. The publishers were a little ahead of themselves when they advertised it... unfortunately, I can't really award you a black mark for that one.

As for the AA conspiracy, for your information, I'M answering the letters now and not Adam, and I've since trimmed my beard after buying a copy of The Observer's Guide to Topiary (look it up!). Adam, following a petition from local residents, has changed his socks at last. However, for being cheeky in the first place, you get TWO black marks.

Yes, you can get most of the games in the Auchan shop by mail order, but a lot of people like to browse amongst groaning shelves and come away with selected purchases on the spot rather than having to wait for the postman. And we weren't really advocating a trip to France JUST to visit the hypermarket. Half a black mark there, then.

...However, all your black marks are withdrawn, thanks to the wonderful, glowing praise at the end of your letter. You were lucky.

Win £5!

To all *Amstrad Action* readers... stop everything that you are doing, drop the joystick and read this. We (Graham Booth and Chris Marshall) are forming an utterly brilliant PD library and need programs of any sort to work on the 464 (tape only). There will be a prize of £5 for the best one that we receive. We also have a small prize for the person who gives us the best name for our library as we have yet to find one.

G Booth and C Marshall
13 Heatherdene
Wighill Lane
Tadcaster
N Yorks CS24 8EZ

How about 'Cheeky, Publicity-Seeking Tykes PD'. I claim my prize.

Cartridges found!

£10 WINNER

You know how you keep saying that you won't see Amstrad cartridges in the shops... well you are wrong. One of my local computer shops, Computer Cavern (Reading, Berks) currently has eleven different titles and they are always getting more in stock. The cartridges cost £19.99 each. I have put the addresses of all their branches below. I asked the manager of the Reading branch how many cartridges he sold. I was amazed when he told me that he usually got an order of about 40 cartridges made up of two or three different titles and he sold them all in less than two weeks!



Here are the addresses of all Computer Cavern branches:

21 Harris Arcade, off Friar Street, Reading, Berkshire (0734 583062)

9 Dean Street, Marlow, Bucks (0628 891022)

1 London Street, Basingstoke, Hampshire (0256 472231)

22 Morley Street, Swindon, Wiltshire (0793 485608)

24 High Street, Wallingford, Oxon (0491 34366)

Crikey – well done that man! We're always on the lookout for suppliers of Amstrad cartridge games. James Bridges, of Reading, is now £10 richer! He can buy half a cart with that, or a Chart LP and some chocolates, or some bathroom scales and a cheap clothes horse, or copies of AA for himself and three friends, or a very large lump of cheese.

What a lemming

I thought the *Lemmings* demo on the covertape of *AA82* was brilliant, but unfortunately I am so poor I can't afford to buy the full game (sob, sob), so I think that you should send me £19.95 so that I can buy the full game on disk. You should definitely give me this because I am a subscriber to *AA* and it might encourage other people to subscribe.

Richard Hunter
Northumberland



I had to spend £39.95 (+ VAT) on a reverse-coupling trunninon widget for my car yesterday, so if you think I'm going to send you £20 you must be mad.

Plus minus

I am the proud owner of the new Amstrad 464 Plus and my mate has the old 464 colour model.

on

My mate bought the game *Prison Riot* by Players (1990) and lent it to me to take home to play on my 464 Plus.

But I've got a problem. I can load the game as far as the menu, i.e. joystick or keys, the music plays but I can't play the game – that's as far as I can get. I've tried all sorts of different ways to load the game, followed the instructions on the game cover, but still no joy. Obviously, the game loads all right on my mate's 464.

Can you HELP please? I'm pulling my hair out and doing my mate's head in to play the game on her computer as I can't play it on mine. It's such a good little game!

Mrs V M Pearson
Poole



Not all CPC tape games will work on the 464 Plus. A few older games will just 'freeze up' after loading. Sad, but true.

Oh dear, well, it's like this, you see. The 464 Plus is SUPPOSED to be completely compatible with the 'old' 464. But Amstrad, in their wisdom, decided to do a few little internal tweaks... with the upshot that some older games won't work on the new machines. Stop pulling your hair out, and give up!

You can cheer up, though, for two reasons. The first is that the Plus has been out for a while now, and all new software should run on it with no problems. The second reason is that I'm sending you a copy of Rick Dangerous 2 on tape – this does work on your 464 Plus and it's one of the best games ever written.

Forgotten classic?

Why wasn't *Laser Squad* in the top ten Adventure/Strategy list (*AA83*)? It's the best game ever!

Shane O'Sullivan
Dublin

We don't know why, Shane, and if the Balrog (who wrote that piece) wasn't an eight-foot tall hairy monster with teeth like razors, we'd have him on the rack right now trying to find out.

Quite right, Laser Squad is the best computer game ever written. And it's due out on budget within the next few months.

Vegetable Man

£10 WINNER

Following the exciting cupboard under the stairs into computer room conversion project, featured in the October *Amstrad Action* (page 13), here is my unique conversion project; a little tip which I have not seen or heard anywhere else and which may prove useful to other readers.

I have always preferred using tractor feed paper on my trusty DMP 2000, but with some listing paper and nice microperf quality stuff, it was a pain changing over. Damart changed my life when I saw a plastic vegetable trolley in one of their interminable catalogues. With three baskets and a tray on top, it was perfect as a printer trolley and only about £17.

Similar cheap vegetable trolleys are still available, usually without the top tray, certainly from Webb Ivory, and probably other suppliers. Things to look for are removeable baskets, large enough to take A4 paper, and room to feed it from the basket to the printer. Check there is space for a tray above the top basket to take your printer, and look for strong legs. The Webb Ivory one has tubular legs which seem ideal. Do not be tempted by stacking baskets on their own. Even if there is room for the paper, not being able to slide the basket out is going to be a pain sooner rather than later. If you can't get a tray for the top, use a plywood offcut from your local DIY store. Sand off any rough edges and FIX IT SECURELY to the top of the trolley.

My trolley has lasted me to this day, although it has recently suffered from terminal bend in the square plastic legs and I have had to reinforce them with wooden splints. Unless you are dead set on wheeling it around, I would take the castors off. The legs of my trolley bent because the wheels were not touching the floor directly below the legs, and a bending moment was set up.

Be sure the trolley is suitable before parting with your hard earned cash.

Tony Johnson
Malton, N Yorks

Thanks Tony, good tip. Can anyone think of a way of using an egg whisk with their CPC?

Write on!

Come on, don't be shy! If you've got something to say, send us a letter. The address to write to is:

Reaction
Amstrad Action
Beauford Court
30 Monmouth Street
Bath
Avon BA1 2BW

MJC Replies...

Having just read your review of our *Colourdump 3* program in issue 84 of *Amstrad Action*, I feel your criticisms to be unjustified and nit-picking. You have stated that *Colourdump 3* is worth getting as it is the only one on the market. What we would like to have seen is a head-to-head review against Datel's CPC colour printing package. I feel you would have seen just how good *Colourdump 3* is compared with the competition.

Colour graphic printing on a dot matrix printer is never going to be quick. For each line the program has to calculate not only the shade but the colour and as the ribbon only contains four base colours it may need to make up to four passes to achieve a particular colour. Most people will use colour printing to produce 'one-off' print-outs of their pictures. They are unlikely to treat it like word-processing, where they may need to print ten copies of a document.

Considering that the Multiface converter was "thrown in" as an extra facility and the fact that it is well know there are numerous formats in which a screen can be saved, I feel it unfair to lay criticism for it not supporting all formats. *Colourdump 3* was aimed specifically at the *Advanced Art Studio* users (as is Datel's program) simply because, in our experience, this is the most widely used (and best!) commercial package. Yet it will also support printing of standard screen files and those which can be converted using our Multiface converter.

Marking us down for not supporting public domain software is also unfair. I wonder just how much you really expect out of a budget program, aimed at a small, specialist market?

M J Cooper
MJC Supplies

Well, thank you for setting the record straight on the Datel package. However, if we had tested Datel's program and found it inferior, we would simply have awarded it a lower percentage – we wouldn't have marked Colourdump 3 any higher.

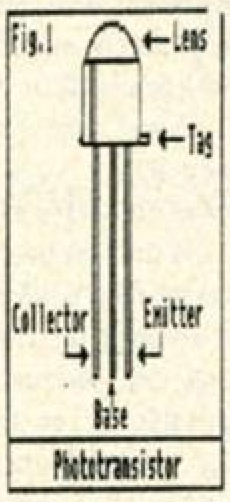
The point of the whole piece on colour printing was to explain to novice users what was involved. I'm sure that Colourdump 3 really is a profound technical achievement, but the point is that to novice users, the length of time it takes to print out a picture is a MAJOR disadvantage. And I'm not sure I agree that creating art is different to word processing. It's as hard to judge the quality of a 'draft picture' on-screen as it is a draft manuscript. Being able to rapidly print out intermediate versions is surely useful in both cases?

Although Richard did offer some criticisms, his overall comments echo what you say yourself. He describes the output quality as "truly splendid". What criticisms there were can, I feel, be justified. You describe Colourdump 3 as a 'budget program'... well at just under £16 it most certainly is not. Concentrating on supporting Art Studio makes sense, but for how much longer? It's difficult to buy the program these days, and many users are turning to the public domain for their software. And as for the Multiface converter – I'm afraid customers are very demanding. If a feature exists at all, they expect it to work well.

I feel our review was fair. The end users of any product will invariably be interested only in how the product performs, and not how difficult it was to produce. The output from Colourdump 3 is excellent, but new users will be dismayed by the printing times and it's our duty to say so.

Amscene

Missing photo-transistor found...!



We've had scores of calls from readers saying that Maplins no longer sell the phototransistor used in last month's hardware project.

Well we've found a replacement! Or rather the feature's author has. Again, it's available from Maplins. The order code is QF30H, the description is BPX25 PHOTOTRANSISTOR and the price is £3.25. The pin-outs are the same as the component featured in the article. It does cost £1.24 more, but it's the closest match.

SD Micros goes WIMPy

The appearance of Richard Fairhurst's *Worktop* WIMP front end on last month's covertape has prompted SD Microsystems to fax in details of their own WIMP interface.

It's called *Front-Runner* and features full disk/file handling operations via pull-down menus. You can copy, format, run, erase and view files and disks, and you can also create separate 'folders' containing groups of files. It's controlled by joystick or AMX mouse.

What is especially remarkable about *Front Runner*, though, is its ability to recognise and 'read' high-density disk formats, as encountered on 3.5-inch second drives. The formats it recognises are RAMDOS, ROMDOS, MS800 and SD Micros' own 400K software.

The company's also been busy with another product – *Big-Base*. This database program specialises in storing data files on disk – they can be much larger than RAM-based files. All the usual databased features – Enter, Edit, Alter, Browse, Search etc. – are provided, and you can have up to 14 fields on a record and up to 400 records in a file. CP/M 2.2 and CP/M Plus versions are available. The program is menu-driven and offers various calculating functions. (It also comes free with SD's 3.5-inch 'Maxi' drive!)

The price of both programs is £14.95, plus £1 postage and packing, and SD Microsystems is at: P.O. Box 24, Holbeach, Lincs PE12 7JF.

Have you heard the latest? You haven't? That's because you haven't read AMSCENE, AA's hot news page...

Tune in!

Are there any Steve Wright fans out there? There must be, because the latest figures show the great man captures an audience of 7.8 million people each week.

And he's soon going to be filling the nation in on loads of competitions and prizes being offered by software houses and hardware manufacturers in conjunction with the Future Entertainment Show at Earls court (2nd-8th November). Fancy winning some kit? Then tune in to the nation's favourite show to find out how...

And while we're on the subject of goodies, Future has done a deal with BR which means that show visitors can travel from any of the country's 942 Network South East stations at off-peak prices which will include a show admission ticket and unlimited tube travel for the day. Ask at your station for details.

Don't forget, the Future Entertainment Show runs from the 2nd to the 8th November at Earls court. Opening hours are 9:30-5:00 daily (closes at 4:00 on Sunday) and admission prices are £7 for adults and £5 for under-14s. You can still get advance bookings (just!) at a reduction of £1.05 by calling Future's credit card hotline on 051 356 5085.

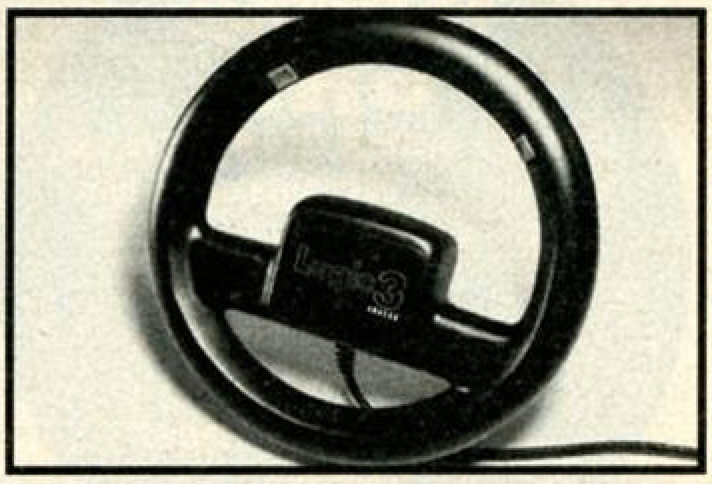
Don't waste any time, though, because the offer ends one week before the show.

Mansell wheels in



It seems that the nation's favourite racing driver has not only clinched the 1992 F1 drivers' championship, he's lent his name to a new Logic 3 game controller too!

The novel 'Freewheel' is shaped (as you can see) like a steering wheel. "It works brilliantly with driving and flying games," we're told. And so it should, at a pretty weighty £29.99. Look out for it in the shops soon or, if you can't wait, you can find out more by giving Spectravideo a call on 081 902 2211



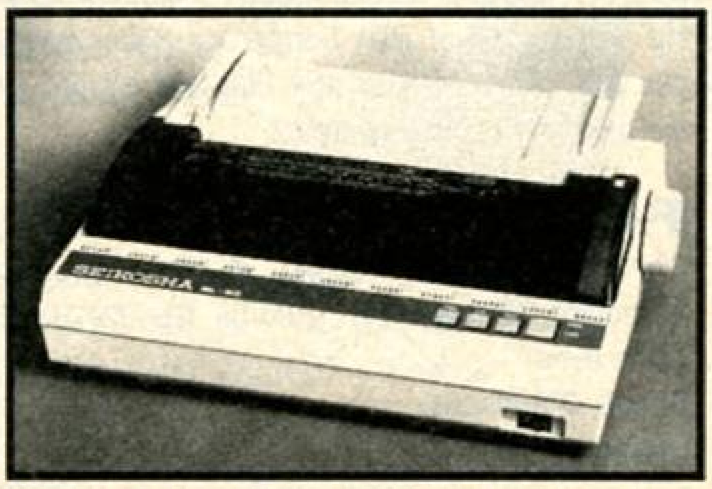
Well it certainly looks the part, but is Logic 3's 'Freewheel' any good? We'll have to wait until we can get our hands on one...

Pick up a printer

Both Star and Seikosha have launched new budget printer ranges aimed at cost-conscious users. The cheapest new Star model is the LC-100 colour (around £260 RRP). This is the cheapest colour printer you can get, but still offers a host of features, including eight resident fonts. But for only £20 more you could buy the new LC24-100, a 24-pin version. This has ten fonts, a 16K buffer and other goodies, but is mono only.

Seikosha aren't standing still either. They've launched a new 24-pin model – the SL-90 – which coincidentally has exactly the same RRP as Star's new 24-pin (around £280) and boast a 'super draft' speed of 240cps, draft speed of 192cps and letter-quality printing at 84cps.

Printers are notorious for heavy discounting, so you can expect to pay less for these models when they become widely available. You can contact Star on 0494 471111 and Seikosha on 0753 685873.



Those 24-pin printers are just getting cheaper and cheaper! Seikosha's new SL-90 is one of two new 'budget' machines.

BrunWord

Elite ROM Module £125

This is the ultimate addition to a 6128 computer. Word processor, spelling checker, 33,000 word dictionary, relational database, 9 pin print enhancer, 24 pin 'type setting' routines and 10 superb fonts, all programmed into one high capacity ROM (256K bytes). Massive memory, small size and includes our latest innovations, the As You Type spelling checker and our System 2 simplified printer control.

We fit the ROM into a small ROM board and give it a thick coat of protective resin, making a neat module which plugs directly onto the expansion socket of the CPC6128 or 6128 Plus. The price includes our 8 bit printer status port.

Great Power

Plug on the module, switch on, type |BW and the whole system is immediately ready for use. Type into the word processor, if the computer beeps, press <f3> and ask for help, transfer the correct spelling and resume typing. Use the database to print labels, search for an address, transfer it to the word processor and print it out, all without a single disc operation to slow you down.

Exciting Features

The Elite ROM has a host of exciting features including 5 high quality high speed screen dumps for 9 pin and 24 pin printers. These are special routines using the 8 bit printer status port and they print incredibly fast compared to desk top publishers. Every dot of ink on this page, including the drawing, the large 'BrunWord', our name & address, credit card symbols and Teddy, was printed in one operation using the BrunWord Elite ROM module and an Epson LQ1070 printer (wide carriage LQ570).

For simple layouts, System 2 can be set to Auto-formatting which enables micro spaced printing to be used without any layout instructions even when using proportional fonts.

Any Printer ?

All ROM modules work with any Epson compatible printer. All 24 pin printers can make full use of BrunWord Elite. Older designs of 9 pin printers (Amstrad DMP2160 etc) are limited to whole space justification but modern 9 pin printers (Star LC10 etc) can use micro justification.

Free ROMDOS

If you have a second 3.5 inch disc drive then you need KDS ROMDOS. We can supply this programmed into your ROM at no extra cost. (Not 6128 Plus). BrunWord ROM solves the frustration of disc drive confusion by always using whichever drive has the disc in it. Using a 3.5 inch disc drive with BrunWord ROM is simplicity itself and the ROM manual now covers our 'undocumented' command which enables a 3.5 inch disc to import and export text to a PC.

Remember.... No ROM box is needed.

BrunWord 6128 £30

Complete word processing package (disc) with word processor, spelling checker, 30,000 word dictionary and card filing programme. Type RUN "BRUNWORD" to load the word processor, spelling checker and the dictionary. BrunWord 6128 out performs all other word processors for the 6128. A fast screen response, extensive editor commands and the 4000 words per minute spelling checker, make it a joy to use. On the disc is a tutor file which takes even a complete beginner straight into word processing and demonstrates the powerful editing and formatting features of BrunWord. The 40 page manual includes step by step instructions to produce and print a simple letter.

6128 ROM Module £46

The same as BrunWord 6128, without the card filing programme, but supplied as a ROM module, with free ROMDOS (not Plus) and our fabulous As You Type spelling checker. (6128 Plus - add £12). Don't forget.... no ROM box to buy!

Info-Script ROM £79

The Info-Script ROM module is a complete data processing package, including all the features of the 6128 ROM. Even with 1000 names and addresses loaded into memory for instant reference, you can type a 10 page document in the word processor and your spelling will still be checked while you are typing. Stop anytime, use the database to search for a reference (typically taking 1 second for the search) and return to your typing. You could, if you wish, leave a marker in your text and transfer the data. Each programme remains just as you left it, with instant access. Can be upgraded to the full Elite ROM.

Comparisons

We have tested BrunWord 6128 and Protext with the same file of 3366 words.

The first test was to compare the scrolling speed of the screen, using line by line scrolling. This is a vital performance test as the CPC6128 tends to be naturally slow at this task. BrunWord scrolled 40% faster than Protext.

Protext was the fastest to justify but used a simple process that added spaces at the centre of each line, giving the middle of the text a bulging appearance. It did not display as it went along and so needed a separate operation to see the result. BrunWord displayed as it justified and produced a balanced appearance.

Our simulated typing test achieved 218 words per minute. Both BrunWord and Protext had no trouble at this speed.

The spelling test checked all 3366 words. BrunSpell took 52 seconds and needed no disc changes. Prospell took 6 min 24 sec and needed 8 disc changes.

The find and replace in Protext is confused by words starting with a capital letter so it always requires two separate operations. BrunWord is more sophisticated and automatically handles both variations in one operation.

Quotes

"It's totally brilliant...... carries on the extreme user friendliness of Brunning Products to a very high standard..... I have one of these little gems plugged into the back of my CPC right now..... The BrunWord ROM has performed in an exemplary fashion on all fronts."
Chris Knight (ACU Editor) - ACU August 1991.

"....(BrunWord) in itself is quite uncomplicated and easy to use. That's the beauty of the system - you can just sit down and start typing..... the fastest most efficient spell checker anywhere..... Info-Script is a formidable piece of software engineering. The fact that it's instantly available from BrunWord makes you realise just how powerful this whole package is..... The BrunWord ROM is a truly excellent product."
Rod Lawton (AA Editor) - AA September 1992

"Two weeks ago today I received my copy of BrunWord 6128 and would like to say how delighted I am with it. Although I am a qualified touch typist, I expected to take ages to get used to my first professional word processor and could not believe that only after a few short hours, I was using BrunWord as if I had had it for years, it is so well thought out and user friendly. I often have very difficult documents to type, lots of centring, underlining, indentations and numbered paragraphs. Four days after receiving BrunWord I typed eleven letters, an agenda and a set of complicated minutes in just two evenings."
Miss Veronica Petter (Bristol) 20th Aug 1992.



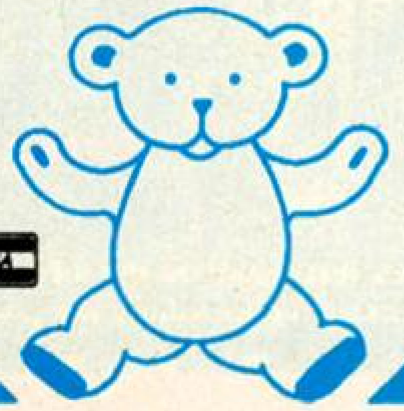
'The Gun Girl'

Delightful line drawing by Chris Rothero, Dart Scanned by agreement.

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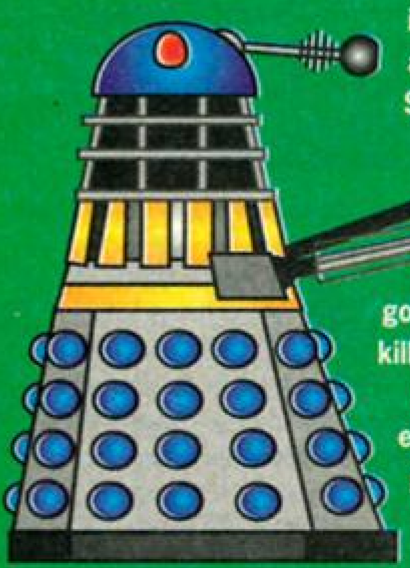
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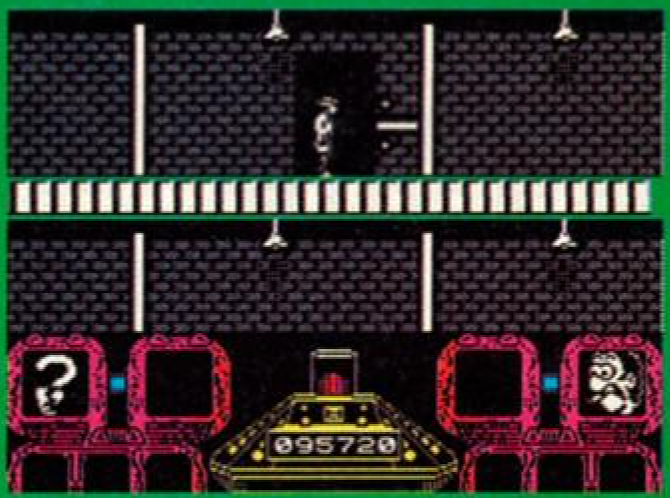
EARLY RELEASE

Doctor Who: Dalek attack



It's *Titus the Fox*. Or at least, it looks very much like *Titus the Fox*. The telephone boxes, window ledges and walls are similar. Frighteningly similar, in fact. As is all the jumping and shooting action. Shooting? Yep, the Doc wanders round gunning daleks to the ground. And there was I thinking he'd gone all soft and non-thing-killing in recent years.

Dalek Attack is still in the early days of being programmed. The game is split into five levels, each consisting of two parts. Each level is set in different city and there is a sewer bit you've got to get through first. Apart from that: it's full of daleks, it comes out before Christmas, and here's a Speccy screenshot to give you a rough (black and white) idea.



DALEK ATTACK 'action' shot. Fear not, this is a Speccy grab. CPC pics coming soon...

Playdays



The latest release on Alternative's Friendly Learning educational label is a full-pricer based on the popular-ish daily kids' TV programme *Playdays*. The one that that replaced the fab *Play School*.

It's a big game, programmed by the person who programmed *Fun School 3*, and is what's described as a 'multi-tasking' package featuring ten different games repeated 25 times, using words beginning with different letters of the alphabet. (Every letter except 'X' in fact, which has three different games "because we couldn't think of ten words beginning with X".)

We've had a sneak preview and it looks really good with loads of flash features. It's also nice to see some more educational software coming out on the Amstrad. There'll be a full review of *Playdays* in an upcoming issue of *AA* as part of a special educational tête à tête (*you wot? – ed*). Stay tuned...



Action Zone SPECIAL

A growing Alternative

Alternative Software are the undisputed kings of games about kids' TV characters. ADAM PETERS travels to Pontefract and Sheffield in search of a cartoon sailor with a vegetable fixation, but only finds some blokes with silly haircuts...

They go about things in a funny way in Yorkshire. Take the case of sleepy Pontefract, the licorice city, and its attitude to the concept of rail travel. Not for Pontefract the usual arrangement of having a single railway station with enough platforms to take care of all the lines passing through the town. Oh no, not Pontefract. This town chooses instead to have three separate stations (one for each line), all located within a short distance of each other, each handling about 20 trains (and 50 passengers) a day.

This unconventional Yorkshire approach can also be seen in the activities of Pontefract's most glamorous sons, Alternative Software. Not for Alternative the comfortable descent into the world of identikit sequels, coin-op conversions and mass pillaging of the computer games archives. Oh no, not Alternative. They choose instead to produce nothing but original product, and try to make every game into something new. *Popeye 1* was a collect-em-up. *Popeye 2* was a platform game. *Popeye 3* is a wrestling game. Just making work for themselves, aren't they? The mad (in a cuddly sort of way) fools.

The nonconformity doesn't stop there, as I discovered a few minutes into a guided tour of the company's Pontefract headquarters. As well as the usual collection of programming suites, playtesting rooms and administrative offices, the building also houses a tape duplication system and large areas of



warehouse space where games are packaged and stored prior to distribution.

Alternative have the whole process under their control. They duplicate tapes at the rate of a thousand an hour on their Tapemation machine, and also handle all the distribution themselves. As well as the Pontefract HQ, the company also has a warehouse in Leeds and wholly owns two

Harass your retailer!

If Alternative do all their own duplication and distribution, why don't they make their games available in more shops? "The problem is that retailers are reading in the press about how the Amstrad is dead and how Sega and Nintendo consoles are the only things that people are interested in," says Alternative's David Watkins. "They just accept that and stop stocking Amstrad games. Of course there



What's this then? On the left: Alternative's tape duplication machine. On the right: Some warehouse space where the packaged games are stored prior to distribution.

companies in Sheffield. The first, Design Etc, is a graphic design company that designs all the company's game inlays, their advertising and the quarterly *Gas Club* newsletter. The second company is a programming house called Bizarre Developments, who we will be dropping in on over the page.

"Altogether," says public relations chappie David Watkins, "we currently employ around 20 people, including the people at Bizarre and Design Etc." The company was set up in 1985 by a bloke called Roger Hulley who continues to run the company today. The third important player at Alternative is Chris Price, who is in charge of the Alternative programming team (both the Pontefract posse and Bizarre).

"The big change going on at the moment," says David, "is a movement in price. While we are continuing to produce games at £3.99, we are also launching a new label, Admiral Software, with games at £7.99. These will be packaged in Sega style soft packs: the first release will be a Doctor Who game this Christmas."

What are the company's future plans on the Amstrad? "We are fully committed to the machine and will continue to be. While people continue to buy Amstrad games, we will continue to produce them. With investment on an 8-bit title sometimes running as high as £30,000, we need to sell a hell of a lot of games, especially when you take into account the distribution costs."



Alternative will have released a total of 30 games on the CPC over the course of 1992, and all their games are still available. "Unlike other companies we don't delist games. All 120 titles we've produced are still available, and we're still selling in 1992 the games we released in 1986, though obviously in smaller numbers."

And that's the Yorkshire Alternative. In-house duplication and distribution, nothing but original titles, no delisting of games and three railway stations. It's barmy, but it works.

are a lot of Amstrad owners out there, but they are finding it increasingly hard to get hold of the software because the retailers are pulling out of the market."

So what's the solution? "People have just got to hassle their retailer. We do our own distribution so we can supply our games to any retailer in the country: they just have to get in touch with us to place their their order.

"CPC owners have got to start going into shops and asking for the games, and get their mates to do the same. Retailers actually have a higher profit mark up on CPC budget tapes (up to 35-40%) than they do on Sega cartridges (20%). It's down to the Amstrad owners to fight for more shops stocking the format."

You heard the man. Go hassle your local computer shop for the CPC version of *Reckless Rufus* right now...

Here comes the rush

October

COUNT DUCKULA 2 ■ £3.99



The bodacious vampire duck stars in a platform game with an introductory shoot-em-up bit. and lots of jumping around. Reviewed next month.

RECKLESS RUFUS ■ £3.99

A puzzley maze game starring Alternative's new multi-game hero Rufus. Reviewed on page 46.

BULLY'S SPORTING DARTS ■ £3.99

A darts simulation with lots of strange interpretations of the 'sport'. As well as standard 501 darts, there's darts football, darts tennis, darts golf, darts cricket and darts snooker. Whatever the hell *they* are. There's one and two player modes.

November

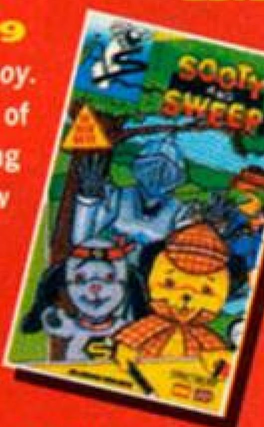


THOMAS THE TANK ENGINE 2 ■ £3.99

Subtitled 'The Race' this is presumably that greatest of notions, a train race. Choo choo! Choo choo! *(I think you'd better have a little sit down, Adam – ed.)*

POSTMAN PAT 3 ■ £3.99

'Inspired' by the classic game *Paperboy*. The latest from Alternative's range of games for small sprogs sees Pat driving round in his van, delivering the *Yellow Pages* through letterboxes.



SOOTY & SWEEP 2 ■ £3.99

Set in a castle and starring everybody's favourite hand puppets. Added bonus: Matthew Corbett doesn't appear in the game.

POPEYE 3 ■ £3.99

Popeye takes to the wrestling ring in this *WWF* style game. See preview this month.

December

DOCTOR WHO 'DALEK ATTACK' ■ £6.99

The first release on Alternative's new mid-price label Admiral is a platform game starring everyone's favourite time travelling GP. See the preview this month.



ALVIN & THE CHIPMUNKS ■ £3.99

It's a platformy shoot-em-up and collect-em-up type of thing. At first glance it looks a bit nobby.

PLAYDAYS ■ £TBC

A full price small sprogs educational release, probably pitched at either £12.99 or £14.99. Programmed by the bloke wot done *Fun School 3*. See preview this month.

Next year

MAGIC RUFUS ■ £3.99

The second game featuring the erstwhile star of *Reckless Rufus*. He was reckless in the last game, so he's presumably going to be magic in this one.

PIXIE & DIXIE ■ £3.99

No confirmation on a CPC release on this yet. Pixie and Dixie are of course the two mice that fight cult hero Mr Jinx in the *Tom & Jerry* rip-off cartoons.

HUCKLEBERRY HOUND ■ £3.99

As yet unconfirmed. Huckleberry Hound is a popular figure amongst the *AA* staff, so here's hoping...

ALLO ALLO ■ £6.99

Oh dear. Oh dear. Stop the comical Nazis committing their atrocities. How does the most unwatchable series in British TV history convert to a computer game? And why are they doing it? Fools.

SUBURBAN COMMANDO ■ £6.99

Take the role of Hulk Hogan in the game of the film of the breakfast cereal. Sketchy at the moment: more details as they come in...

What characters

We asked some Bizarre and Alternative characters to name their favourite licenced TV characters...



ROGER HULLEY (Alternative boss)
"I like Popeye because he's really big and strong. Like me."



DAVID WATKINS (Alternative)
"Bangers and Mash are my choice: they're always aping around (*ho*)."



CHRIS PRICE (Alternative)
"It's got to be Count Duckula, because he's a vegetarian."



RICH STEVENSON (Bizarre boss)
"I like Danger Mouse, because he's got a really flash car."



PAUL BELLAMY (Bizarre)
"Count Duckula is my favourite, because he always wears black."



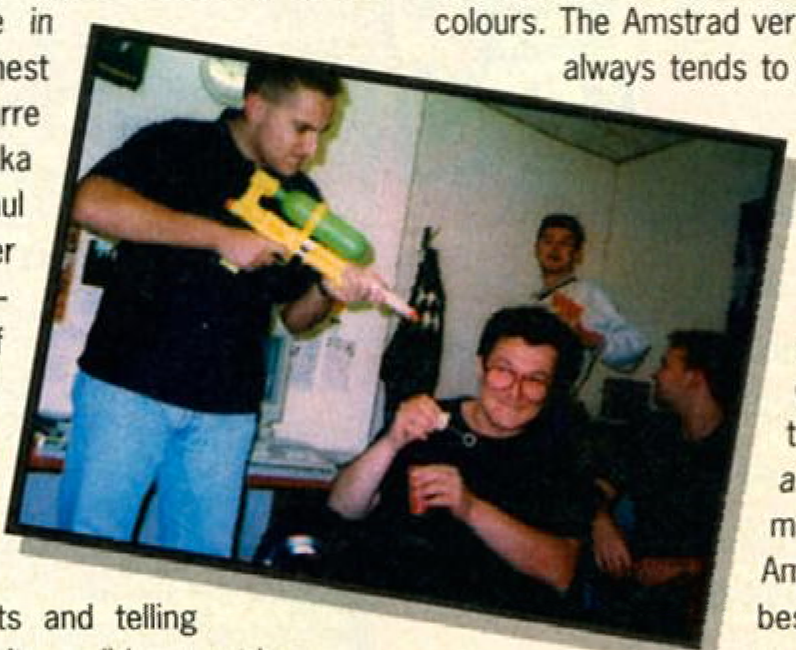
MICK LISTER (Bizarre)
"Igor out of *Count Duckula* is the one for me – he's really wicked."



STEVEN KIRBY (Bizarre)
"I'll go for Hucksley Pig, because he looks like my girlfriend Katharine."

It's Bizarre!

Welcome to Sheffield, the fifth largest city in Britain, on the day the new city centre one-way system comes into effect. All around confused drivers stare at traffic lights wondering what's going on. Meanwhile in "one of the roughest areas of town", Bizarre Developments – aka Richard Stevenson, Paul Bellamy, Mick Lister and Steven Kirby – continue their task of programming groovy games based on popular television cartoon characters, in between having big water pistol fights and telling lots of jokes we couldn't possibly repeat here.



Paul, Bizarre's graphics guru, seems to like the Amstrad. "I really enjoy doing the graphics for the CPC," he enthuses. "Compared to the C64 and Speccy they're much more colourful and better defined. Many people port over the graphics from the Spectrum to the Amstrad. We port the graphics over from the C64 and then spend a lot of time doing them up and adding more colour, so the graphics really are better on the Amstrad than on any other format."

Paul flashes up on screen the sprites of Popeye from the CPC and C64 versions of *Popeye 3* to prove his point. "On the C64 he's made up of only three colours, with a black top, blue trousers and pink body. But on the Amstrad he's a perfect representation of the character, with blue cuffs, yellow buttons, a brown pipe and so on. To do it with all the right colours on the C64 would mean drawing six different sprites. It would be a nightmare. But on the Amstrad it's really simple.

"A lot of people take the easy option of a 4-colour Speccy port, but we've got a special way of doing a full colour CPC game that looks and plays really well. It's the same resolution as the C64 but with nicer colours. The Amstrad version of a Bizarre game always tends to end up being the best looking version."

Richard nods his cropped head in agreement. "All the games Bizarre have ever done have come out on the Amstrad. I think that with *Bangers and Mash* [Bizarre's most recent game] the Amstrad version was the best version overall, graphics and playability combined. I think that's probably true of quite a lot of our games."

It's obvious that Bizarre love the CPC, but what else do they love?

Paul: My wife Angela, the drink Metaxa, the film *Alien*.



Richard: Girlfriend Christine, Coca-Cola, the band Torq.

Steve: Katharine, RPGs, Black Russians and *Highlander*.

Mick: Dawn, my Fiesta XR2, *Blade Runner*, anything alcoholic.

Some massive water pistols appear. These guys are very much the 'wackiness department' of Alternative Software. But it's time to bid farewell to the Bizarre posse, now busy rummaging through each others drawers, and return to Sheffield's brand new (and surprisingly efficient, actually) one-way system. Er, no hang on, the station's back that way isn't it?... But we can't go that way... What's this, a double carriageway?... We've been driving a long time... What did that sign say?... Hang on... er... 'Welcome to Bradford'. Erm...

The Bizarre guide

Ten things you need to set up your own software development house:

1) Bubble fluid
"Blowing bubbles helps you to relax."

2) Black Reeboks
"Groovy footwear is absolutely essential for the budding programmer."

3) Water pistols
"We began with ordinary water pistols and pretty soon we were using Super Soakers. It makes you appreciate how the arms race escalates."

4) Amstrad Action
"A brand new spankingly good copy every month is vital." (*The cheques are in the post, lads.*)

5) Plenty of tea and coffee
"And some badly stained mugs to put it in."

6) A cheesy office in a crumbling building
"Preferably with an address nine lines long."

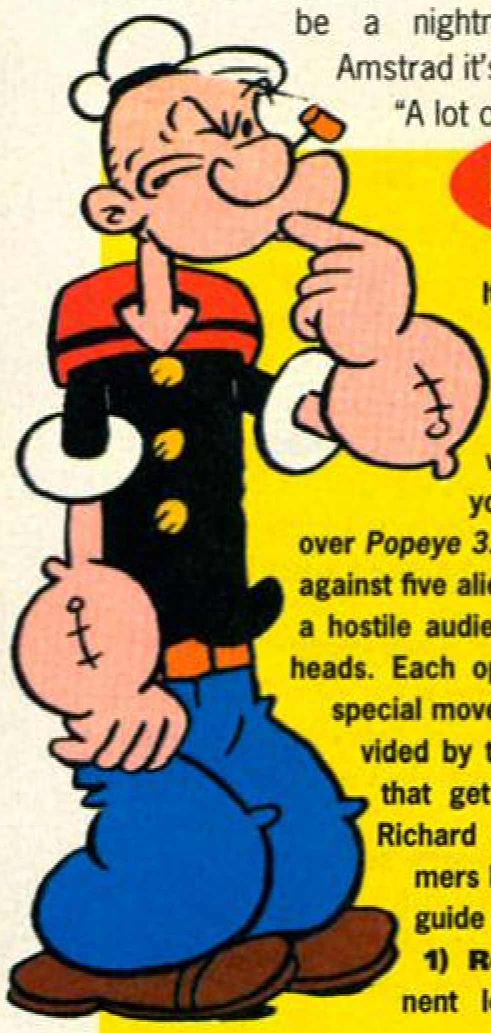
7) A Smiths poster
"We have several, but you only really need one."

8) A swively chair
"Ideally a swively chair each if you can afford it. If not, you're going to have to take it in turns."

9) A selection of broken joysticks
"The ones that only move in three directions are the best."

10) Dodgy electricity supply
"It makes life more interesting."

What about computers and stuff? "Oh yeah, you can get some of them too if you want." And how about an in-depth knowledge of machine code and a finely-tuned creative mind. "Oh, don't bother with those things. *We* don't."



EARLY RELEASE

Popeye 3

It's a wrestling game. It stars Popeye. There are aliens in it. There's three reasons why Alternative think you should go a bundle over *Popeye 3*. The game pits Popeye against five alien opponents in front of a hostile audience of assorted bogey heads. Each opponent has their own special moves, and extra fun is provided by the bombs and spinach that get thrown into the ring. Richard and Paul of programmers Bizarre gave us a quick guide to the opponents:

1) Reptile The first opponent looks suspiciously like the alien out of *Alien*. "No it doesn't," shouts Paul, smacking me round the head with a joystick, "everyone says that."

2) Robot This metal dude is a real toughie. "He's got a hell of a punch," says Richard with fear in his eyes. "He's got an extendable arm, you see."

3) Dragon Paul: "The dragon does a tail spin as a special move, where he grabs you with his tail and spins you round." Richard: "Popeye gets very dizzy as a result." Understandable, really.

4) Glass Man A man made out of glass (surprisingly enough). He's see through which makes the sprite a little trickier to spot. "You can't always see what move he's doing, which gives him a bit of an advantage."

5) Spacehopper A spacehopper? Yep, the final foe is one of those bouncy balloon like things. "He is very, very tough indeed." How tough? "Almost impossible to beat." That's pretty tough.

There is also a two player option, and the graphics throughout are incredibly detailed, with lots of combat animation. "It's very realistic," says Paul. "Well, as realistic as a cartoon character wrestling an alien robot can be."



What is occuring in this Speccy screen? It looks like Popeye is carrying a 1960s plastic designer armchair round the ring.

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• Top features
On music, desktop publishing, games, art and more – all the background you need to getting the very best from your CPC

• BASIC programming
Learn how to use your machine's built-in programming system to write your own programs AND see what our readers can do in our four-page Type-Ins section

...and there's much, much more!

IF YOU'VE GOT A CPC OR A PLUS, GET AMSTRAD ACTION!

It's an Art! PART ONE

Ever looked on admiringly at the pictures in our GALLERY readers' art section, wishing that you could produce something similar? Thanks to the world renowned CPC artist TIM BLACKBOND and his three part art tutorial, you now can. Learn the art of art: starting right here, right now...

THERE ARE a lot of people who own an art package but never actually put it to use for constructive work; people who have a copy of *Advanced Art Studio* but only dip into it every now and then, never actually finishing a picture to a satisfactory degree; people who are glad of the art programs given away on the *AA* covertape, but don't really know how to go about producing a decent pic. Are you one of these people?

I know ONE particular individual whose only use for *Advanced OCP Art Studio* was printing public domain slideshows and handing them in as art homework (he owns an Amiga now – need I say more?). The simple truth is that computer generated artwork is very easy. Easier than doing it on paper in fact!



The ingredients

For those who are really keen on the idea of CPC art, the best package you can get your mitts on is *Advanced OCP Art Studio*. You'd be best off forking out the full fifty quid to get the mouse with it as well – believe me, you'll need it.

Everybody else (i.e. all those who haven't skipped this page to get to the games reviews) who doesn't want to spend that much could do a lot worse than *GPaint* or *SmART 2*, both of which are available in the public domain for under a quid (*and on the AA80 and AA74 covertapes, respectively – back issues promoting ed*).

GPaint has the edge over *SmART* on account of its speed and flexibility. Using the keyboard or a joystick for serious artwork will need a lot of patience though!

The manual and where to throw it

It does seem like a sensible idea to read through the manual before you actually dive into using the package. Wrong. In the case of art (and several other applications, to tell the truth), the best advice is to leave it well alone. Experiment a bit, testing out each option and seeing what it does. ONLY refer to the manual when you are stuck with something or want to find out a little more about a certain option.

As a regular *Advanced Art Studio* user, I can honestly say that my manual hasn't been touched (except for when getting past the irritating password system).

Start with the basics

The simplest options on any art package are the 2D shapes. On *Advanced Art Studio*, these can be found lurking in the 'Shapes' menu, other packages may use icons depicting a line, square or whatever. Every art package has these options, if not, check that you are using the right application. It is very possible that you might have loaded a word processor.

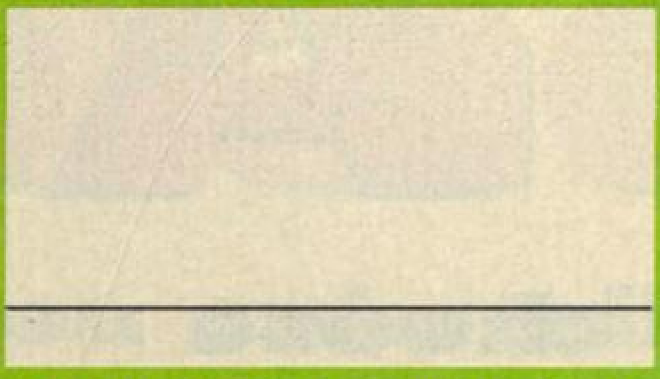
Of course, doing a picture completely with shapes will look very dull indeed (unless you are being paid to design a kiddies colouring book). The next option we will look at will help us out here: 'solid fill'. Already we see how much easier computer artwork is over the manual methods. Within a matter of seconds, a shape can be coloured in, a job that gets very tedious when done manually.

Next month: part two

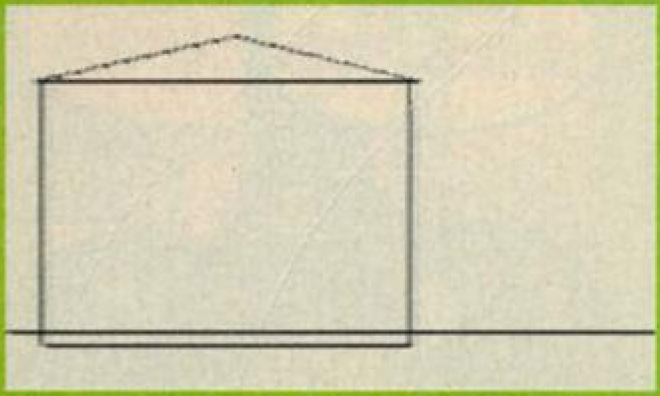
The picture is not finished yet! In *AA87* we will look at the concept of tidying pictures up using the 'zoom' mode, freehand draw options AND the 'pattern fill' functions, amongst many other things. Oh the excitement, I'm going to wet myself! (*Calm down Tim – ed.*)

Here's one I did earlier...

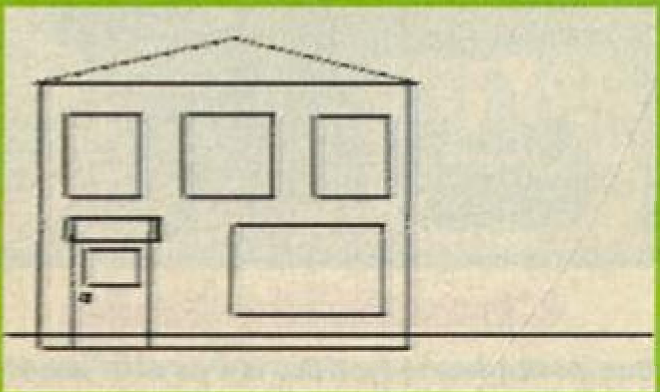
To start with, we'll just concentrate on using simple 2D shapes and 'fill'. And just to be completely original, let's draw a house!



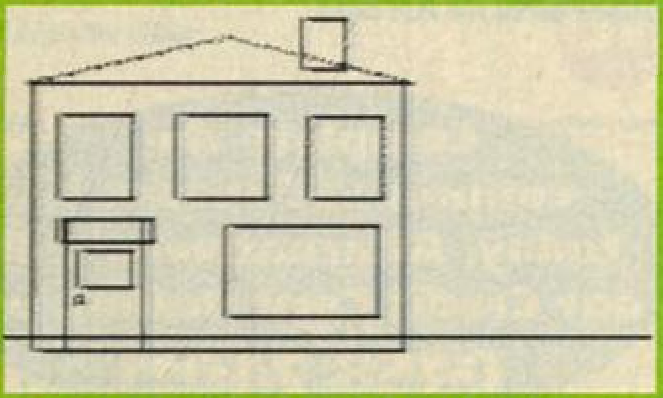
1 Best to draw the background first. There is nothing worse than having a beautiful picture of a forest (for example) with fluffy squirrels and badgers, THEN having to add a horizon..



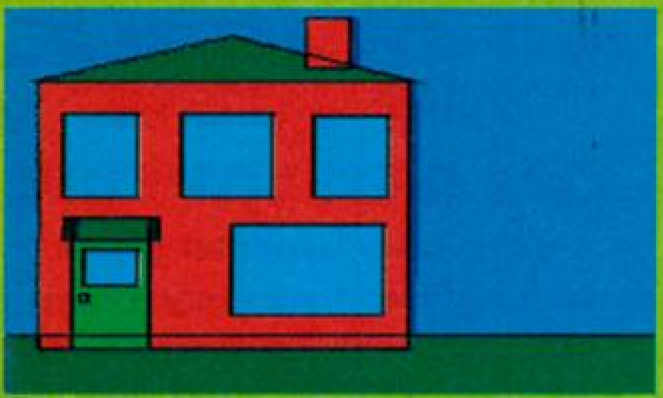
2 A rectangle for the main house bit, and a triangle for a roof. I realise that there isn't a house in existence that looks like this.



3 Aha! The windows and door. Again, more rectangles are used.



4 And add a chimney! See how an inanimate object like a house can be drawn so easily with simple options? And now just...



5 ...fill it in with gay colours. Hurrah! It still looks incredibly scruffy, though. This problem will be sorted out next month.

PD

Public Image

What a lot of PD news and reviews TIM BLACKBOND has for us this month. Two pages worth, in fact, with a PD alternative to PROTYPE, the latest POWERPAGE 128 news, a fanzine review and more. Here we go...

FANZINES

Presto News

Issue three • Bi-monthly from Presto PD • 75p

Interesting fact number one: *Presto News* is actually named after the album from the Canadian band, Rush. Bet you already knew that. Interesting fact number two: *Presto News* is probably the best fanzine it is possible to buy.

After it's mention in *Amstrad Action* about 'not getting many words for your wonga', Matt Gullam has moved up to using *PowerPage*, which now produces pages packed with text. But if you tell him that issue one of the magazine was of very high quality, he'll probably disagree with you.

Issue three has 27 pages (well, 28 if you count the second page 11) dedicated to anything even remotely linked to the CPC and GX4000. This includes an adventure column from The White Witch, a guide to creating your own clip art from existing slideshows and a look at second hand hardware for the CPC. Especially useful here is a list of sensible prices to expect for add-ons such as lightpen, scanner and a GX4000 which he has priced at being no more than £25.

Also there is a look at sex stereotyping in computing, with a one page report that makes a myth of the statement 'Girls don't really like computing on the CPC'. It goes without saying that there is a full Presto catalogue in the magazine, but Matt has also let other libraries have a say in a section dedicated to... er... letting other librarians have their say. (*Amstrad Action* - the cutting edge of quality journalism.)

On the whole, if you are interested in more than one aspect of the CPC, *Presto News* is for you. It is well written and informative, vital ingredients that are often missing in many fanzines.

92%

UTILITIES

Print Enhancer

By Geoff Short • Available from Domain and Presto PD

Protype has been branded as the best utility a nine-pin printer owner could buy. That's as maybe, but £30? A bit steep isn't it? With the more modest price of 75p, *Print Enhancer* can do everything that *Protype* can (almost).

Print Enhancer is a suite of three programs, all tied up under one main menu. These are: Word Processor, Font Designer and Print File. Each those options uses speak for themselves, but there's more to them than meets the eye (like Transformers).

PD Top Ten

The ten most popular (and best?) programs in the public domain...

1) PowerPage
The leading PD desktop publishing program. Written by *AA's* techie expert Richard Fairhurst, the program appeared on the *AA82* covertape.

2) Croco Magneto
"The best game in the public domain" comes from France and involves a bouncing ball, blocks and killer sprouts. Appeared on *AA80* covertape.

3) The Demo
Another French import, the Logon Systems Demo is a whole disk full of sights and sounds that push your CPC to the limit. More colours on screen than you could ever think possible, super smooth scrolling... un-believeable!

4) Drehdriss
The best of several Tetris clones in the public domain. *Drehdriss* comes from Poland, features a two-player mode, and appeared on the *AA83* covertape.

5) PD Planner
A very comprehensive spreadsheet, written by WACCI's Paul Dwerryhouse. Includes full calculate, range and print functions. For 128K machines only.

6) GPaint
The leading PD art package. Imported from Germany by Robot PD, *GPaint* has a user-friendly icon-driven menu selection, and loads of functions. And what do you know, it appeared on the *AA80* covertape.

7) Eve of Shadows
The most popular PD adventure, Rob Buckley's *Eve of Shadows* is proof that not all BASIC adventures are crap. The graphics are brilliant, too. (After all, author Rob did also wrote the *Smart 2* art package).

8) B-ASIC
Those canny French folk (Logon Systems) have done it again! This program allows Plus owners access to all the extra cartridge hardware. That means 4,096 colours, hardware sprites and the rest as part of your own BASIC and machine code programs. Plus owners cannot afford to be without this program!

9) Print Master
Print out greeting cards, calendars, posters and more, with this excellent CP/M program. *Print Master* is effectively a limited use, 'fun' DTP program.

10) I-Spell
Another from the Paul Dwerryhouse stable, *I-Spell* is a spellchecker, complete with full dictionary. As powerful (if not as fast) as commercial equivalents.

LOOSE TALK

Presto PD changes address
Presto fans MUST read this: Matt Gullam is moving the library (and himself) to the following address: 36 Whittington Street, Neath, West Glamorgan, SA11 1AW.

Dragon PD branches out...
Lee Davies of Dragon PD has now started supplying software on cassette as well as disk. Write for more details to: The Flat, 415 Whitehall Road, Bristol, BS5 7BP.

PowerPage 128 update
I've had a number of letters concerning the release date of *PowerPage 128* after the reviews in *Amstrad Action* and *Artificial Intelligence*. It's not released yet, and improvements are already being made! On top of the features mentioned last month, *PowerPage 128* now has:

- Two fill functions: One solid fill using the BASIC 1.1 command and a pattern fill routine.
- Added user-friendliness on the margin setting option.
- The page now scrolls down if a piece of clip art is bigger than the depth of the screen.
- A4 Print option as well as A5
- A print block routine. Together with clip art files for both cassette inlays and disk labels, *PowerPage* will 'accidentally' compete with *Label-Design* from Alan Scully. Could it be a coincidence? I don't know, but expect a sudden barrage of PD label designers!

PowerPage 128 will be released in a few weeks in the reorganised Robot PD catalogue.

Word processor

I wouldn't call it a word processor, more of a text editor. It allows most of the things that a normal word-processor can do except word wrap and justification. Because it's a print enhancing package, a second and third character set is built in. The second set is merely the use of characters 127-255 while the third is for graphics such as pretty boxes, etc. Embedded control codes can be used to set the font, the justify style, margin size and column width. With the use of these, a page can be printed with two or three columns. The best bit is, no 8-bit printer port is needed to print the graphics!

Font designer

The main menu has six options: Edit font, Global change, Edit info, Edit options, Load/Save font.

- Global change options affect all or large parts of the font, for example, the first half of the set can be italicized and the second half emboldened. The width and height of the fonts can also be changed.
- Edit info lets the user change the font information. The information line is merely to describe what the font is (ie. '18 pin fine italic font').
- Edit options allows library drive to be toggled and standard character sets to be loaded.

The font designer itself works more or less like a character set designer, except you can define characters upto 28 pins in size (the normal draft font is eighteen pins). Characters can even be italicized or emboldened.

Print file

The final and most important bit. ASCII files can be printed, mixing upto five RAM-based fonts. The printing does take a while, but the finished results can look stunning. An options menu lets you change the page length and width (in inches) so a large file can be left printing with continuous paper while you take the dog for a walk.

Print Enhancer was written to overcome the 'awful NLQ typeface' in Geoff's DMP2000 printer. Not only has the DMP2000 NLQ font been overcome, but every NLQ font on any 9-pin printer. I had planned to buy *Protype*, I don't think I'll bother now.

93%

GAMES

Zap T' Balls

Elmsoft Game Service • Not available yet

"Oh no, it's the attack of the killer balloons! Get this. The Earth is being attacked by large, bouncy balls. The only thing standing between civilisation and domination by hordes of quivering gasbags (no, not the SDP) is... YOU."

...That's how the review for *Pang* started in issue 70. Ocean only released the game on cartridge, leaving cassette and disk owners with the usual bus-ride to the local amusement-emporium. The cads! As usual, PD comes to the rescue.

The game starts with a quaint, picturesque sunset scene, one balloon and yourself. The idea is to shoot the balloon with your pump-action self-loading harpoon (£12.99 from all good supermarkets). When you shoot it, it turns into a smaller balloon. Shoot it again and it shrinks again and on the third hit it disappears. Easy? That was just the starter level!

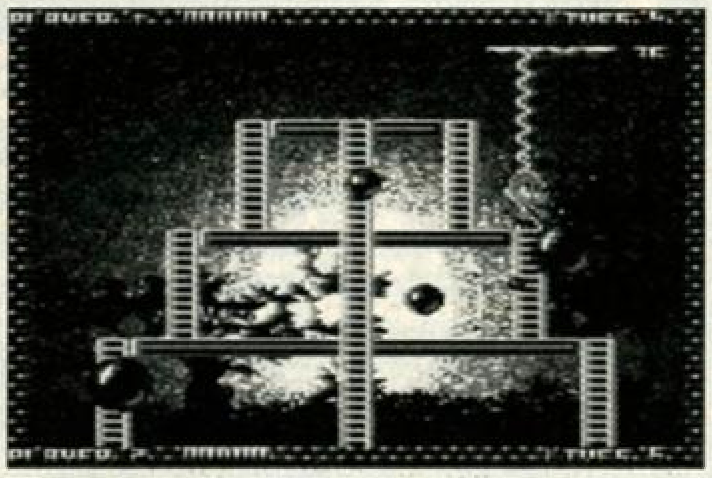
On the next level, when the balloon is shoot, it splits into two smaller balloons and (guess) two ballons come from that. This leaves you running around the bottom of the screen trying to avoid the irritating tiny balloons. Then while trying to shoot something, you get flattened... by the balloon you were trying to hit. Further levels introduce more balloons, platforms with ladders and even bigger balloons. Add the tight time limit and the fact that only one harpoon can be shot at a time, and you have one of the most compulsive and addictive games ever. There's also a passwords feature to access later levels.

Watch this space for its release – it's going to be extremely popular!

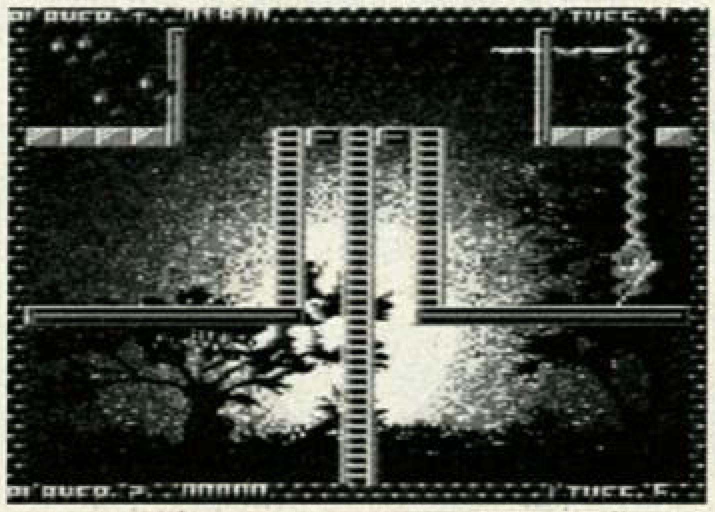
95%



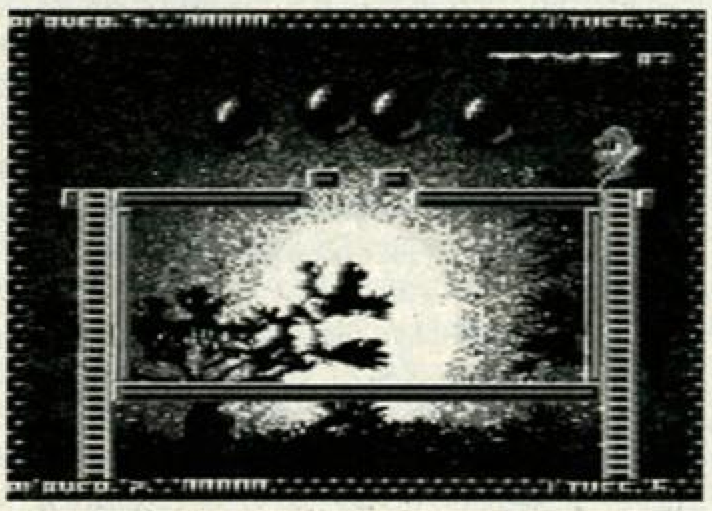
Looks familiar, huh? ZAP T' BALLS is a public domain interpretation of the classic PANG.



As the level number increases, the screens start getting trickier and trickier.



The game doesn't have the bonuses, extra weapons and crabs of the original game...



...but it does have super-taxing screens lke this by the bucketload. Most excellent.

Directory round-up

Here, dear readers, is the complete round-up of all the established public domain libraries. Those preceded with a blob are the really big libraries...

•Adventure PD 10 Overton Road, Abbey Wood, London SE7 8HF

•Dartsma PD 47 Kidd Place, Charlton, London SE2 9SD. 50p

Data PD 202 Park Street Lane, Park Street, St Albans, Herts AL2 2AQ

•Domain PD 44 Echline Grove, South Queensferry, West Lothian EH30 9RU

Demon PD 47 hilton Avenue, Hall Green, Birmingham B28 OPE

Dragon PD The Flat, 45 Whitehall Road, Bristol, Avon BS5 7BP

Egerton PD 7 Linden Close, Stafford, Staffs ST17 9TH

Merlin PD 79 Otter Street, Derby DE1 3FD

MPD Software 23 Nobes Avenue, Bridgemary, Gosport, Hampshire PO13 OHS

•Presto PD 36 Whittington Street, Neath, West Glamorgan, SA11 1AW

•Robot PD 2 Trent Road, Oakham, Rutland LE15 6HF

Sounds Like PD 6 Keyberry Park, Newton Abbot, South Devon TQ12 1BZ

Yorkie PD 11 Beechwood Avenue, St Albans, Herts AL1 4XP

Send an SAE to any of the above for their latest catalogue. (Egerton and MPD specialise in tapes, most of the big libraries only deal in disks. Adventure PD specialise in adventures, and Sounds Like PD deal in sound/music software.)

And finally...

I didn't have space to print any of your letters this month. Fear not. If you have anything to say about the public domain scene, send your mail to:

PUBLIC IMAGE, Amstrad Action, 30 Monmouth Street, Bath, Avon BA1 2BW

Techica

You want to know what modulator you need? You don't understand a certain machine code routine? You want to know the best art package to get? You need Technical Forum, AA's techie section, hosted as ever by that RICHARD FAIRHURST chap.

Seeing the light

? I decided to build the light pen hardware project in *AA84*. I have found all the bits, apart from the phototransistor. I have looked in all the shops around here, but in vain. Does anyone have any ideas where I can find one? I can't find a Maplin catalogue in Smiths anywhere. Please help!

James Galea
Address unknown

! *Aaah. With perfect timing, Maplin decided to delete this very part anyway just as we published our project (thanks to Jon Aldridge for the info). However, you might be able to find a spare phototransistor in one of the many Maplin shops, which often have parts left over. Give them a call on 0702 552911 for details of the nearest shop.*

Seeing the sprite

? I am writing a game in machine code. The sprite program I want to use is accessed from BASIC by CALL 32000,sprite number,xpos,ypos. I would like to be able to do a CALL 32000,A,H,L but the assembler I use throws it back at me. Do I need to buy a better assembler, or is there another way to do the call?

Christopher Saunter
Braintree

! *The CALL command for the sprites is the BASIC CALL command, which lets you pass parameters to a machine code routine. To access the same routine from machine code, you need to set up the "parameter block" yourself that BASIC usually sets up. This involves setting A to contain the number of parameters, and a block starting at a memory location pointed to by IX containing their values. The last parameter is held in (ix+0) and (ix+1), the second-to-last (ix+2) and (ix+3), etc. In your case, you could do it as follows:*

```
ld ix,pblock ;where to put the parameter block
ld d,0
ld (ix+0),l ;last parameter
ld (ix+1),d ;high byte of that should be 0
ld (ix+2),h ;second parameter
ld (ix+3),d
ld (ix+4),a ;first parameter
ld (ix+5),d
ld a,3 ;three parameters
call 32000 ;call the routine!

...rest of program...

pblock: defs 6 ;parameter block placed here!
```

Spreading the sheet

? My CPC 6128 is having disk drive problems and I was wondering whether I could get a spreadsheet program I own onto a PCW 9512. Could you tell me whether I could or not?

Michael Culligan
Norwich

! *It depends. If your program loads under AMSDOS (i.e. you load it by using the command RUN), then it won't be compatible with the*



Beginners' Questions

CPC novices, this is the section for you! While Richard deals with the more technical enquiries, ALEX VAN DAMM is here to help all you computer newies. She offers 'technical' help only, though: if you want games help, write to Cheat Mode.

Code words

Irishman Ian Kearney is interested in getting into machine code:

? "Lately I have become interested in machine code, so much that I intend to try and learn it. However, I missed some vital issues of *AA*: 73,74,78 and 79 to be exact (*naughty, naughty! – Alex*). The point is that I am missing parts of the machine code tutorial, and I don't have a *Devpac* assembler either. Could you give me some advantages of using machine code? What would be the simplest way for me to learn it? Should I try and get the necessary back issues, or would I be better off purchasing a copy of the new Firmware Manual – and is there anything else I would need? I am also considering buying a Multiface II, and I am wondering if it is possible to make tape to disk backups with it or whether a *Bonzo Super Meddler* would be better. What is an *Insider*, and *Rodos*?"

! *By the amount of letters people send me, I think we're in for a new wave of CPC coders: who said the machine was dying? Glad to see you've decided to "take the plunge", Ian: I'm only poking my toes in the water at the moment but I hope I can help you with your questions. The advantages of using machine code are that it's so much quicker than BASIC, and that anything you want to do on the CPC can be done using machine code – after all, that's what everything boils down to on a computer! Following Andy Price's tutorial is the best way to learn, and those who've learnt tell me that you should keep your eyes and ears open too for anything about machine code in AA: just immersing yourself in something, although you might not understand it all, helps you learn enormously. The Firmware Manual won't help you with learning machine code, as it's more of a reference guide for relatively experienced programmers, so I'd suggest you seek out the back issues (all the ones you want are still available from our mail order department). All you need apart from that is a good assembler: Devpac will do to start off with, but you'd be better off with Maxam (or, if you're really serious, Protext and Maxam 1.5 on ROM) which is the professionals' choice and much better than Devpac.*

The Multiface is designed for tape to disk backups, and although it won't cope with everything (especially not multi-load games) it's not a bad little piece of kit. Bonzo Super Meddler is designed for transferring games protected in certain ways to disk, and although it doesn't aim to copy everything, the copies are generally neater (you often retain loading screens) and more compact. Other similar programs, both designed specifically to combat Speedlocks (the most common protection) are Bonzo Blitz (both Bonzos are available from GVL Microform, 0772 701248), and STS Software's highly-rated Soft Lok (081 552 8900). The Insider is a hacking extension for the Multiface, generally accepted as being pretty awkward to use, and Rodos is a very ambitious replacement disk operating system: great in theory but it uses up so much memory, very few programs will work with it.

Forum

PCW. However, if it's a CP/M program (you boot using ICPM and then enter the program), it should be possible. Note that to read the disk on a 9512, you'll need to use the supplied program READ8000.COM.

Sharing the cost

? I want to buy a second-hand CPC, but my mum (who'll be paying half the cost) wants us to buy a new one because she says there's little difference in price and it's worth it for the reliability. Who's right?

James Wilson
Ipswich

! *You are. Second-hand CPCs are quite cheap these days (under £100 in some cases), and you can't buy new ones any more anyway! Reliability-wise, the CPC has always been one of the best computers, and so you shouldn't have any problems there.*

Solving the bugs

? I wanted to LIST a protected BASIC program that came with my 6128. I've typed in a couple of listings from *AA* to do this. As you can see I'm in a bit of trouble – please help.

Stephen Lanigan
Dover

! *We don't usually debug people's programs for them, but since this might help people having similar problems with type-ins, I'll make an exception just this once. In one program, you'd typed in the line:*

```
180 1=1+10: RETURN
```

The first statement in this says "make 1 equal 1 plus 10": in short, make 1 equal 11. Unless maths has changed dramatically since I was at school (and that was only a few months ago!), this isn't easy. What seems to have happened is that you've misread "l" (lower case L) for "1": if you change the line to:

```
180 l=l+10: RETURN
```

Then it makes a lot more sense, reading "make the new value of variable L equal the old value of variable L plus 10".

The other listing (a de-protector by Adrian Forbes) seems to do nothing, but look at the third REMark line from the start:

```
3 ' IDP,"FILENAME" or a$="FILENAME":IDP,@a$
```

This tells you that the program sets up an RSX, a new command, prefixed with a bar (twhich you get by holding down SHIFT and the '@' key), in this case IDP. To de-protect your program, then, use this new command. If you have a 464, you have to do it the long-winded way on the right (substituting in your own program name for "FILENAME"), whereas 664, 6128 and Plus owners can use the easier, left-hand syntax.

Talk to me!

Berkshire's very own James Waistell wants his CPC to speak up:

? **"Just four months ago I bought a CPC 6128 and almost every day I use it for programming and playing games. I am very proud of my CPC but I have just one problem, I can't seem to make it talk so please could you tell me if I need an add-on or something. If not, please could you send me a small example program just so that I can make it say "hello" or something. Once again I would be very grateful to you if you could do this for me, and thank you for taking the time to read this."**

! ***Well, James! How could I refuse help to someone who asked so nicely? You can buy an add-on to get your CPC to talk, either an Amstrad SSA-1 model or a dk'Tronics pack. But they're not being made any more and so you might have to hunt around for them. There's also a program to do the same job, called Speech (from Superior Software), but that too seems to have vanished. I hope you don't mind if I print your address so that anyone who'd be willing to sell any of these can write to you. James's address is: 12 Arnett Avenue, Gorse Ride North, Finchampsteed, Wokingham, Berks RG11 4EG.***

Spending the dosh

? 1. Where can I get hold of a modem and how much money do you suggest I should spend on one?

2. I was given a printer last Christmas, and I followed the instructions and plugged it into my computer. It was great until I tried to print something out. The printer head just moved from side to side, and nothing happened. What exactly am I doing wrong?

3. A while ago you said that "*Lotus Esprit Turbo Challenge* will last you for ever". I went out and bought it (for £14.99), loaded it, selected normal acceleration and gears and promptly finished it. What went wrong?

4. Is budget software available on disc?

5. I've lost my manual for *Carrier Command*. Where can I get a new one?

6. This is the best mag ever.

7. Why is Maralgere such a wimp?

Douglas Ellison
Stroud

TOP TIPS

Cue the music!

I have discovered a way of using the music from the PD game, *Croco Magneto*. Once you have typed in and run this program the BASIC program can be cleared. You only need two simple calls to start the music from the beginning and stop it. I found on my 6128 that you can load small BASIC programs while the music is playing, although it slows down when the disk drive is being accessed.

```
10 MEMORY &88FF
20 LOAD "CROCO.8",&8900
30 LOAD "CROCO.4",&9200
40 CALL &8900
```

To start from the beginning, type CALL &8900: to stop, CALL &8903.

Stephen Powell
Doncaster

Anarchy rules

***AA* readers might have found that the invulnerability poke for *Anarchy* (covertape 18, September), titled "ANARCHY.PH", didn't work when it was saved to disc. This error can be easily rectified by changing line 140 to read:**

```
140 LOAD "MENU": CALL s
```

Remember to save the corrected version of the poke before running.

Mr Graham
Somewhere in Scotland

PowerPage turbo

Although *PowerPage* from the *AA* covertape has a fill function, it's quite slow and not very good at filling in complicated shapes. I have discovered that 6128 owners (who have the FILL command) can make use of the faster built-in routine easily. First of all load in the main program by LOAD"PP" . Then LIST line 270. Using the copy cursor, copy the line up to the space after THEN. Insert FILL 1 after that.

Now all you need to do is erase the original program (IERA,"PP") and save the new one by SAVE "PP." – the dot is important.

Adam Charles
Aberdeen

CAT among the pigeons

The CAT command from BASIC prints a detailed list of all the files on a tape and verifies if they are "ok" or not. However, sometimes I just want to scan through a tape to see what programs are on it, rewinding and forward winding at will, and find that the "ok" check (which sometimes prints up "read

error" when I stop the tape, and sometimes does not acknowledge the start of a new block when I stopped and rewound half-way through the last) is a pain. The solution I found is this: enter RUN" and then a filename not on the tape (something like QWPOG). Hey presto! Problem solved.
James Bourne
Dorset

Stupid tip of the month

If you have an auto-answer modem (mine is a SupraModem 2400), you can fool it into thinking that the 'phone is ringing by screaming in a very loud and quite high-pitched voice down your normal 'phone while the modem is switched on.
MC Catgut
Basildon

AA: Erm, yes. Anyone else out there got any equally daft tips?

Stringing 'em along

I thought that *AA* readers might be interested in a little machine code routine I knocked up. It's a string print routine, but not like your normal sort. Firstly, it doesn't corrupt any registers or flags. Secondly, the string is taken as an in-line parameter: that is, it follows immediately after the CALL to the subroutine. The last character of the string should have bit 7 set. Users of Arnor's excellent *Maxam 1.5* can use the STR command for this, for example:

```
CALL inline
STR "Amstrad Action"
...rest of program
```

The routine is as follows:

```
inline: ld (hlst),hl
 pop hl: push af
ginchr: ld a,(hl)
 bit 7,a: res 7,a
 call &BB5A: inc hl
 jr z,ginchr
 pop af: push hl
 ld hl,(hlst)
 ret

hlst: defw 0
```

Richard Fairhurst (er....)
Oakham

Sunburnt EPROMs

Why bother with an expensive EPROM eraser? I find that EPROMs can be blanked easily enough by taking them along to the local beauty parlour and leaving them on an artificial sunbed for a while. Of course, you can put as many as you like on the sunbed. Remember to take the stickers off the top first!
Jim Donald
Glasgow

! *1. Siren Software are planning to do a bundle with a serial interface (which you need to drive a modem), comms software, and a high-speed modem. Phone them on 061 724 7572.*
2. Have you put a ribbon in? If not, check that the printer lead is plugged into the computer the right way up.
3. Very clever. Erm, why are you telling me this?
4. Not in general, although you can buy budget software on tape and a transfer program (such as Soft-Lok – STS, 081 552 8900 – or the Bonzo pair – GVL Microform, 0772 701248) to transfer it to disc.
5. Try placing a mention in the "Help!" section in Cheat Mode.
6. Buy that man a drink, someone.
7. Who?

Saving the keys

? To claim my precious 6128 back from my family I need two metre extension leads for monitor cables, printer cables, expansion socket, second disk drive and stereo socket. I have looked everywhere and nobody does them. I also need a TV tuner with an RF IN socket to connect a video and external antenna. I also have a Sharp camcorder with a Scart connection. Is it possible to connect this to my computer? If the last two are possible, is there any software that allows you to do special effects such as frosted-edged pictures, super-imposure, freezing a frame and saving or printing it, and animation? Please print this letter to save my 6128 from the chocolatey fingers of next-door's two-year-old who's already broken my ESCape key.
Richard Evans
Manchester

! *You'll be hard-pressed to find two metre extension leads for any of those, especially because with cables such as the expansion socket, a two metre lead will weaken the signals too much and make plug-in expansions useless. I'd suggest that you try to work out another solution (perhaps put your computer on a mobile trolley?).*

WAVE are selling the Amstrad MP-3 TV tuner for £22.95 (plus £4.70 P&P). I don't know whether it has RF input or not: why not give them a call (0229 870000)? As to your camcorder question, if you want to film what's on your screen, an MP-2 (£32.95 plus £4.70 P&P, again from WAVE) will do. However, if you want to go the other way and digitise your camcorder's output, you need a VIDI from Rombo Productions – now out of production, sadly, so you'll need to hunt around. This will let you freeze, save and print frames: the other features you want are only available on expensive machines such as the Amiga.

Saving the hassle

? My ten-year-old son has a tape-based CPC 464. He is becoming more and more frustrated with it, due to the fact that many games are only available in CPC6128 format. Also, he does not appreciate the loading time for many games! Could you to give us some advice on what to add on to this equipment.

We are currently considering upgrading his machine and buying a second-hand CPC6128, hopefully with printer, mouse and Multiface. We also wondered whether to go for the disk drive. Is it possible to transfer all his existing games to disk and, if so, what equipment do we need? The other problem we are finding is that not many outlets stock Amstrad games!
Mrs L A Hird
Luton

! *Go for the 6128. When you work out the cost of buying a disk drive and 64k expansion, to take the 464 up to 6128 spec, it works out just as cheap to sell the 464 and buy a cheap second-hand 6128 (which you can buy for as little as £80 now). The 6128 comes with built-in disk drive, but no tape deck, so you'll need to connect an external tape deck (any old one with a headphone socket will do) to load your old games. Don't bother with the mouse: unless you use programs such as Advanced Art Studio and Stop Press most of the time, it's not a worthwhile investment.*

You can transfer your son's games to disk using a Multiface, or alternatively by buying a suitable tape-to-disk program (such as STS's Soft-Lok, 081 552 8900). Unfortunately, the games problem is one which we just have to accept as being part and parcel of the software houses' short-sighted drive towards consoles: there's still plenty of good stuff available mail-order and through PD libraries.

Shortening the input

? I have recently upgraded from a 464 to a 6128, and seem to remember from somewhere that there is a quicker way to run files than typing RUN" and the filename. I think there's some sort of shortcut. Do you know what it is?
Jason Towells
Llandudno

! *I think I know the shortcut (of sorts) that you mean. Type in the name of the filename you want to run, then hold down CONTROL and hit the up arrow key. Then, whilst still holding down CONTROL, hit the small ENTER key. Ta-da, the machine will now add the RUN" bit by itself. Once you get the hang of this method, you can save plenty of time with it. If anyone else has got a tip like this, send it to Top Tips. You could win cash!*

Shaking the tree

...is a very good song by Peter Gabriel. Whatever your own preferences in music, don't you agree that Adam Peters has no taste whatsoever (808 State and such like)? Send your techie queries to:

Technical Forum,
Amstrad Action,
30 Monmouth Street,
Bath BA1 2BW

Picasso

A new commercial art package hits the CPC. But is it any good? AA tested it to its limits...

REVIEW

- £14.95 plus £1 P&P
- Not CPC 464
- SD Micros, P.O. Box 24, Holbeach, Lincs PE12 7JF

"Dear Anne Robinson. Why oh why oh why does this *Picasso* program not work on my 464?" CPC 464 (not Plus) owners should be warned off this program. Though there is a special 464 version on the disc, this comes up with BASIC error messages when loaded and stops: and no way can it be persuaded to work. You need BASIC 1.1 for it to function properly.

Picasso isn't exactly a normal art package. Mouse users will be disappointed, for a start, as it's keyboard only. It works only in four colour MODE 1, and has unfortunate restrictions on the way some features operate. Try to fill an area with a multi-coloured pattern, for example, and it will only work if the colour of the area to be filled is absent from the pattern. If not, then the program could hang, and you've lost your picture.

Naturally, you'd like to be able to draw a picture over the whole screen, wouldn't you? Sorry guv, no chance: there's a permanent menu bar on the left, and it can't be removed for the area underneath to be edited. Meanwhile, if a fill accidentally leaks out of the area to be filled (quite possible!) then your whole screen will be filled: fine if there was an 'undo' function. There isn't.

Don't give *Picasso* up as a lost cause, though, because some of the features it offers are rather impressive. Despite the problems with coloured fills, if this limitation is avoided, the various fill options can produce some excellent effects. Unlike most programs, where patterns for a fill are small and fixed in size, *Picasso* lets you fill using a grabbed area from anywhere on the screen. So, for example, you could enter the text "Amstrad Action" and fill a circle with that.

Other fill options include the so-called "spherical" fill, where one colour radiates out from the centre of the area, and "random" which fills using a mix of two colours (of changeable proportions). Neither of these two features are available on other packages, and when you look at the "memory" feature, the list of unique features grows even more. Areas of the screen can be "cut" and stored in 4k of picture memory, from where they can be saved or pasted elsewhere on the screen. They can be resized in two dimensions, which is a common feature, or in three, which isn't.

This is where *Picasso* comes into its own. Take a picture – say the supplied map of Britain. If you wanted to resize it to give the impression that you were looking from the South upwards, all you need to do with *Picasso* is squeeze the top two corners closer together. Hey presto: instant perspective. Perhaps you'd like to view it from an angle? No problem: unlike most art packages, which only offer 90 degree rotation, *Picasso* lets you rotate by any angle you like.

The standard options to draw lines, circles and ellipses are present. You can also draw a curve between any two points, going through a third one, although unfortunately only curves without tension (i.e. those that would form part of a circle) are supported: still, it's more than any other package offers! Watch out, though, because unlike most packages, the lines don't move with you as you move the cursor (known as rubber-banding). A zoom mode is provided, which utilises a small window at the top of the screen: handy in that you can see what you're altering in its normal scale, but those people used to really high enlargement will be disappointed. A print facility is available, with good results, though it's inconveniently held in a separate program.

Text facilities are okay, although not in the league of *Advanced Art Studio*: only one size is available, although enlargement is possible by using the memory facilities. A simple font designer is provided, as well as a number of fonts on the B side of the disc. One nice feature is the option to display highlighted text, which is normal text with a differently coloured outline.

Picasso does have some good features (fills, reshaping, etc), but if you can survive without these, it's probably better to go for a multi-mode package like *Advanced Art Studio* or *GPaint*.



Picasso offers brilliant picture handling facilities. You can resize pictures, change perspective, rotate them and much more...

Good news
- Clever picture manipulation
- Most standard features

Bad news
- Can't edit whole screen
- No undo function
- MODE 1 only
- Requires BASIC 1.1

VERDICT 61%

COVERTAPES

Since the beginning of time (almost), *AA* readers have been writing in to *Techie Forum* with one question: how do you get more than one transferred covertape per side of a disc? Adam W (RIP) came up with the idea of storing each covertape in a different user area. All very well and good, but there were two drawbacks: first of all, it was a right fag to rename all the programs into a different user area (especially for 464 owners), and secondly, it didn't actually work anyway.

Why? Well, Dave Looker's menu program resets the disk system to load a program off disc. This sets the user number back to zero, so any chances of loading programs from different user areas have gone. Until now, that is: after a Sunday afternoon's hectic programming, *AA* presents The Solution! This proglet renames the files from user area 0 to a different area (held in between quotes in line 100) automatically, and then patches the menu program to accept loading from this area. For example, say you wanted to store a covertape in area 3. Transfer it to user 0 as usual, then load The Solution. Change the number 1 in line 100 to a 3, and RUN. In future, all you need to do to run this covertape is type:

```
|USER,3
RUN"MENU"
```

If you're feeling ambitious, you could work on a menu for area 0 that selects any area you choose and RUNs MENU.BIN automatically!

```
10 ' The Solution
20 ' (c)1992 Richard Fairhurst
30 :
100 u$="1"
110 CAT:n=HIMEM-2047
120 MEMORY &6FFF
130 WHILE PEEK(n)=255:GOSUB 200:WEND
140 FOR n=&7000 TO &7090 STEP 8:c=0
150 FOR i=0 TO 7:READ a$:a=VAL("&"+a$)
160 c=c+a:POKE n+i,a:NEXT:READ p
170 IF c<>p THEN PRINT"Error in"n/0.8-
35590: END
180 NEXT:i$=u$+":MENU":b$=i$+".BAK"
190 CALL &7000,@i$:|ERA,@b$:END
200 i$="":FOR n=n+1 TO n+11
210 i$=i$+CHR$(PEEK(n)):NEXT
220 i$=LEFT$(i$,8)+"."+RIGHT$(i$,3)
230 b$=u$+":"+i$:|REN,@b$,@i$
240 n=n+2:RETURN
250 DATA DD,6E,00,DD,66,01,46,23,760
260 DATA 5E,23,56,EB,C5,E5,11,00,893
270 DATA 80,CD,77,BC,ED,43,4B,70,1131
280 DATA EB,CD,83,BC,E5,CD,7A,BC,1503
290 DATA 21,4D,70,11,00,7F,01,00,367
300 DATA 01,ED,B0,E1,22,01,7F,E1,1026
310 DATA C1,11,00,C0,CD,8C,BC,21,968
320 DATA 00,7F,ED,5B,4B,70,14,01,663
330 DATA 00,7F,3E,02,CD,98,BC,CD,941
340 DATA 8F,BC,C9,00,00,21,00,00,565
350 DATA E5,DD,21,00,80,DD,7E,00,958
360 DATA FE,CE,20,0F,DD,7E,01,FE,1109
370 DATA BC,20,08,DD,36,00,80,DD,852
380 DATA 36,01,BE,DD,23,DD,7C,FE,1100
390 DATA 90,20,E2,21,3B,7F,11,80,766
400 DATA BE,01,0D,00,ED,B0,2A,7D,784
410 DATA BE,23,7E,32,84,BE,E1,E9,1181
420 DATA CD,CE,BC,3E,00,E5,2A,7D,1057
430 DATA BE,23,77,E1,C9,20,20,20,866
```

MIND YOUR LANGUAGE

In the second part of our new monthly series on programming languages, we take a look at the language that most games are written in...

No 2 Machine Code

Every computer you can buy understands machine code. However, machine code on the Amstrad, the same language as on the Spectrum, is completely different to that on (say) an Amiga, C64 or ST. In addition, you can't easily type machine code into your CPC without an "assembler". Confused? Don't be...

The basic component of any computer is its CPU, which stands for Central Processing Unit. The CPU fetches instructions from memory and processes them, and these instructions are in the language the CPU understands – machine code. Each instruction consists of up to four numbers (from zero to 255), although most are three or less. A typical instruction might be "CD 19 BD" (three hexadecimal numbers).

But what sort of instruction is that? After all, in BASIC you have nice straightforward commands like PRINT, GOSUB or STOP. All machine code instructions are in the form of numbers – after all, numbers are what the memory holds. However, help is at hand in the form of "assembly language". This represents each number by a mnemonic (a short word, or series of letters) which gives a clue as to what the instruction means.

Take our above example. The number &CD, in Z80 (the chip used in the CPC and Speccy) assembly language, is represented by the mnemonic "CALL". This takes two bytes (i.e. numbers) as parameters, which refer to an address in memory: in this case, &BD19 (the two parts of the number are stored the wrong way around, just to be awkward). So the whole instruction in assembly language is CALL &BD19. The purpose of an assembler (such as *Devpac* or *Maxam*) is to translate assembly language (CALL &BD19) into pure code – "CD 19 BD".

The CALL instruction, in fact, is just like GOSUB in BASIC: CALL &BD19 jumps to the subroutine at address &BD19 in memory, and returns back to where you were on a RET (return) instruction. Similarly, JP (jump) is like GOTO. Instead of variables, in machine code you have a small number of registers with simple one-letter names like A and H. Typical instructions are LD D,H (LoaD the D register with the contents of register H) or ADD A,B (ADD registers A and B together).

Looking for the equivalent of "PRINT"? You won't find it. Instead, you need to write a routine to take each letter in turn, CALL the CPC's "firmware" subroutine to print a letter, and go onto the next... The problem with machine code is not that it's complicated, but that it's so simple!

Next month's language: LOGO

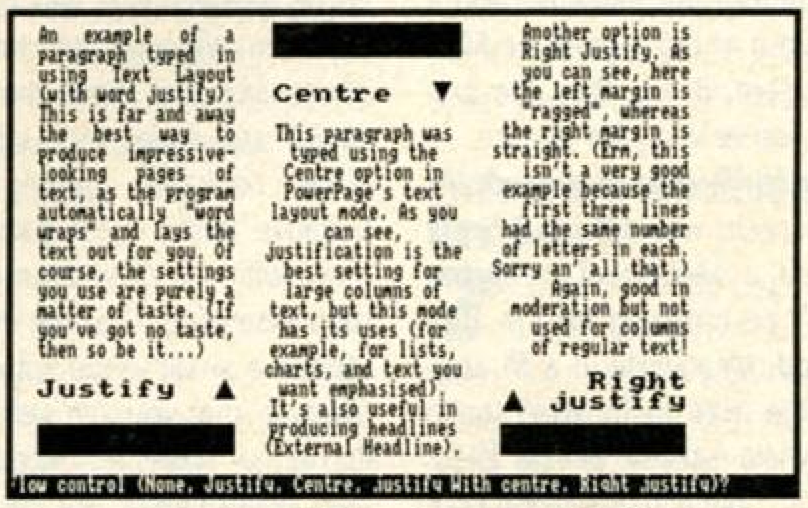
PowerPage tutorial PART 2

Continuing our tutorial on the popular Desk Top Publishing package given away with issue 82. This month: dealing with text.

PowerPage's strongest point is undoubtedly text, where only *Stop Press* offers the same range of options. Okay, I admit I am biased, but it's certainly no exaggeration to say that *PowerPage* is capable of impressive text layout: just look at a copy of *Artificial Intelligence* or *Presto News*, both of which are produced with the program.

It's possible to enter text directly onto the page, simply by moving the cursor to wherever you want to type and typing away. This is fine for labelling diagrams and such like, but for columns of text it's to be avoided, as it doesn't provide effects such as justification (where both left and right margins are straight, as in a typical column of text in *AA*) or centring. Instead, we boldly head where no highlight bar has ever head before (oh dear), to... the Text menu! (Bit of an anti-climax, wasn't it?)

This offers three options: Standard Headline, External Headline, and Text Layout. Standard Headline is just like typing onto the screen, except that the text appears in an enlarged size. The real power comes with the other two options, which are functionally similar except for one important difference: Text Layout uses the standard font (and, as such, is best for normal columns of text), whereas External Headline uses a *Stop Press* .FNT file to provide its font: with each character being 4 times as large as a standard character (and extra enlargement is an option), this is ideal for page or column headings. If you select this option, you'll be asked for the name of the headline font (Richard Wildey's BOLD.FNT is supplied on the disk) and the enlargement (e.g. 2,1 for double width, normal height) you want.



There are various different ways to justify text in PowerPage. Here are examples of three of them.

Before you can start typing text into either of these modes, you have to answer a few questions. The first one, Flow Control, relates to how you want *PowerPage* to lay the text out: Justify is fairly straight-forward, as is Centre. Justify with Centre (press W) is like Justify, except that the last line of each paragraph is centred, Right Justify means that spaces are put in at the start of every line until the right-hand margin is straight, and None, unsurprisingly, just flows text in without any special trickery at all. (The program will still prevent words being broken at the end of a line, though). Decide on a style you like, and use it consistently: having one column justified and another centred just looks tatty. Most people find normal justification the best option, but you may find no flow control (None) a better option: like much in DTP, it's simply a matter of personal taste!

If you select Justify or Justify with Centre, you will then be asked whether you want to justify by Words or Letters. Words puts the extra spacing in between each word, whereas Letters puts it after each and every letter. Use the Word option: it looks much better. The Letter option, to be honest, was only put in to give the program equal features to a competitor! After this, you need to position the cursor keys to the top left-hand corner of the column you want to type text into, and press COPY, followed by moving to the top right and COPY again. CTRL and cursor up displays a guide at the bottom of the screen, which may help you. Remember to leave a bit of space between columns, however many you are using: try to avoid having a single-column page, except for introductory text. Two or three columns looks much better (and has the advantage that you don't need so much text to fill up the page...).

After this, you get to the hard bit: typing the text. This is done by typing into the bottom window, with each line appearing as soon as there's enough text to fill it up. I personally find it much easier to type directly onto the page, giving the dubious advantage of being able to fit the text to the layout, rather than importing word-processed text (which, in Text Layout mode only, can be selected by pressing COPY). Again, this is a matter of taste: you may prefer the better editing features of a word-processor (as well as spell checking!) in which case, make sure to save the file as ASCII.

At the end of the page, you'll be asked to reposition the cursor. If you want to quit from this mode beforehand, press TAB to return to the main program (or CTRL-TAB to restart Text Layout). Now all you need to know are the finishing touches to make a page look really professional... coming next month, only in *AA*. Reserve your seat now.

READ IT

THURSDAY 15 OCTOBER '92



Ever heard of *Sonic The Hedgehog*? Of course you have. Well one year after taking the videogaming world by storm, he's back on the Mega Drive in his second adventure. Question is, of course – is it any good? For the UK's first review and 108 pages crammed with Mega Drive features, news and reviews, just do as the page says: read it.

MEGA

100% PURE SEGA MEGA DRIVE...

Make some more noise

Making tracks

So how do you go about knocking together a song using your CPC? ADAM PETERS and his chums had a go one wet bank holiday weekend. This is their story...

"URBAN DANCE Terrorists, pumping up the sounds on MIDI overload. Beat box hypnosis in the area. Yo!"

"Pardon?"

It's the August Bank Holiday, we're somewhere in the vicinity of Woking, Surrey, and the spaghetti mess of wires and electronic gizmos covering the table in front of us seems to indicate that some sort of musical shenanigans is about to take place here.

Teetering on the edge of this table, complete with green screen monitor, is our old friend, Mr CPC 6128. A MIDI interface is plugged into the back, and the *Foundation Step-Time Sequencer* is buzzing away in the disk drive. We arrive at this mecca of music at the start of two days of solid keyboard bashing and drum machine programming, the end result of which will be 70 minutes of top notch house music, two-and-a-bit minutes of which you'll find loving sellotaped to this month's cover (more on that later).

This weekend's artistes are myself and a psycho-fashion victim called Josef Bomb. Third man Paul Szterke, writer of a mean keyboard riff, is elsewhere. He's left us a few riffs and ideas to work from though, and these will form the starting blocks for our festival of music-making. With no guitar or vocals being used, we could utilise the CPC to control all the instruments. All thanks to the magic of MIDI.

All MIDI-ed up

Each CPC MIDI interface has a different selection of sockets. The RAM interface includes MIDI IN, OUT and THROUGH sockets plus headphone and microphone inputs. The EMR interface includes MIDI IN, two MIDI OUT plus a MIDI CLOCK socket. The most important of all these holes, whichever interface you're using, are the ones with MIDI IN and MIDI OUT written above them.

Techno music is famously quick to write and record

The first thing we had to do is to connect the MIDI OUT socket on the keyboard (in our case, a Yamaha DX11) to the MIDI IN socket on the interface, and the MIDI IN socket on the keyboard to MIDI OUT on the interface. (Pay attention, we'll be asking questions later.) Then we connected the MIDI THROUGH socket on the keyboard to the MIDI IN socket on the drum machine. By that time we'd got very confused, but if we'd wanted to connect anything else up we think we could have done it by connecting its MIDI IN to the MIDI OUT on the drum machine.

Everything is wired together using 5-pin DIN leads, which are available from your local Tandy shop (or any music store) priced about three quid each. The more things you're connecting up, the more leads you'll need, and the more your bedroom will start looking like a licorice factory.

MIDI is simply a data language for controlling the music instruments and getting them to play in time. The actual sounds the instruments create still come from the usual source, so to record the songs we needed to connect the LINE OUT (or EAR) sockets of our instruments up to the MIC/LINE IN inputs on the 4-track.

Neither instrument has a built in speaker, so we had to plug some headphones into the Portastudio (via the EAR socket) to hear the noise we were making. We could have used an ordinary tape deck rather than the Portastudio, but we were on a bit of a roll by this stage.

Computer music

Many of the sequencers available for the CPC are real-time sequencers which record patterns as

URBAN DANCE TERRORISTS

Beat box boys & melody men

Computers and music – discuss. How easy is it making groovy pop on the CPC? We asked the UDT posse for their opinions...



"When I was young, music was about people, but now I've grown older and things have changed. It's a computer world out there and you've got to live by the rules of the techno junkies or else you get blown away."

JOSEF BOMB



"It's brilliantly easy. You feel as if you could just set the CPC up, connect it to a MIDI keyboard and then go off and have your tea, and when you came back there would be half a dozen songs waiting for you."

ADAM PETERS



"You can knock something pretty decent together in half an hour. The more time you spend on a song though, the better and more polished it will get. This is the future people, and you'd better believe it."

PAUL SZTERKE

you play. If you make a mistake while you're playing there's nothing you can do about it, other than trying again. Knowing the limits of our keyboard-playing ability, we thought it would be best to use a step-time sequencer instead. These allow you to enter one note at a time, edit individual notes (length, tone, etc) and change the speed of each separate pattern.

There are two step-time sequencers available: the *Foundation Step-Time Sequencer* and the complex *Miditrack Music Editor* (designed for use in conjunction with *EMR Miditrack Performer*). We decided to use the Foundation program because the manual was smaller.

We're really into simple, repetitive music, and once we'd played a pattern on the keyboard, we looped it and built it up as one of eight tracks on the sequencer. We only use around five different keyboard patterns in each song, one or two as bass patterns (built up on a separate track).

You could produce something groovy using the CPC alone

When we'd got a sequence of patterns logged as a track on the sequencer, we could play it back using any sound we liked. Simply change the sound on the keyboard and the pattern will play with that new sound. When we had completed the song and were ready to record that track, we set the sequence off playing and then changed the keyboard sound as the track was being recorded, hopefully to good effect.

Another tactic was to record a 'sync tone' (a MIDI time signal) on one of the tracks on our Portastudio. This meant that we could record the separate keyboard tracks (melody and bass) at different times and yet everything would still play in time on the finished tape. Clever, eh?

On the right track

We got so carried away with the hypnotic grooves we were dishing up that none of our tracks ended up as any less than eight minutes long. A bit too long for the covertape (oops)!

What we've put on the tape, then, is the first two minutes of one of the tracks. The song is a simple combination of keyboard riffs and drum patterns, all MIDI sequenced and time corrected together. Kind of like early Detroit techno, we feel, but we could be wrong.

The covertape number was put together using only a CPC with MIDI interface and sequencing software, together with a cheap drum machine and cheapish keyboard, and recorded on a 4-track Portastudio. You could put something equally groovy together, whether you're using the CPC on its own (with the *RAM Music Machine*, say) or with £50,000 worth of MIDI gear.

Having some good ideas is what it's all about. If you've got the ideas, the rest is easy...

Covertape song

"New Yorker (edit)" by Urban Dance Terrorists (© Szterke/Peters/Bomb 1992)

Stuff to sample

Sampling is the hip new musical technique of the 1990s. Do you want to shove some samples into your songs? You need a sampler (expensive), or some CPC sampling software (like RAM Music Machine or The Digitiser), or at the very least, a tape recorder. But what exactly should you sample? Here's a guide to some of the more common things that people chuck into songs...

1) Children's television themes and slogans

The most criticised area of house/rave music is 'cartoon techno': theme music from kids' TV programmes sampled, sequenced and set to music. These have been around since the dawn of house music (1988's acid house *Magic Roundabout* theme is an early example). The Prodigy set the latest wave in motion with their "Charly says" single, which got to number 2 last year. Using a TV theme as your base is an easy way to make a 'fun' (if crap) song.

Examples: *Charly* by the Prodigy, *Sesame's Treat* by Smart Es, *Trip to Trumpton* by Urban Hype, and some even worse efforts.
Things to try: If you must, how about doing a hardcore rave version of the fab *Wacaday* theme tune ("weeee're wide awake")? Or failing that, a heavy metal version of *Teenage Mutant Ninja Turtles*?



French football themes, poker games... if it's kitsch & groovy, then St Etienne sample it.

2) Dialogue taken from old films

A favourite tactic of 'indie dance' groups (all of them signed to or distributed by Creation Records) is to use large sections of dialogue from famous old black and white films. Fancy trying this yourself? Sampling time constraints makes the inclusion of large sections of dialogue quite difficult, unless you've got thousands of pounds worth of kit at your disposal (or else are just using a simple tape recording). And it's all a bit 'arty' really, isn't it?

Examples: *Loaded* by Primal Scream (*The Wild One*, Peter Fonda), *Etienne Gonna Die* by St Etienne (something with a card game in it).
Things to try: Anything from a '50s biker movie, preferably a bit with lots of shouting in it. That's what everyone else uses anyhow.

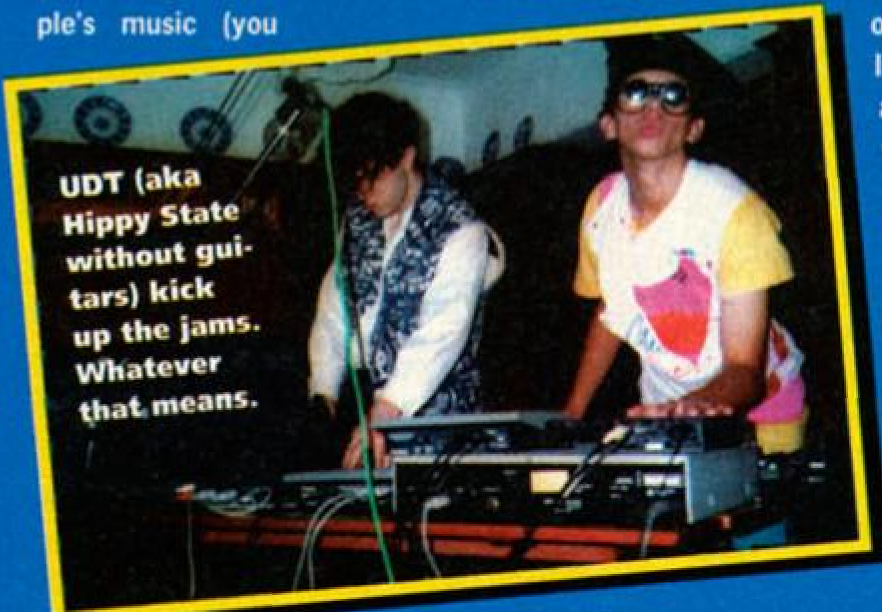
3) Riffs nicked from other people's songs

The most common form of sampling is to actually 'sample' whole sections from other songs. A sampler with powerful equalisation and filter facilities will enable you to home in on a certain instrument (bass guitar, drums, etc) and just 'nab' that specific element of the music. Looping will enable you to construct whole tracks out of other people's music (you swine, you). The drumline from James Brown's *Funky Drummer* has been sampled and used in approximately 2,000 different songs. Crikey!

Examples: Too numerous to mention: virtually any house or rap track you care to name. *Dub Be Good To Me* by Beats International was an early offender, with a bassline lifted off *Guns of Brixton* (by The Clash).
Things to try: Oh no, I wouldn't if I were you, you could get into terrible legal trouble. Oh all right, just nick stuff off all your favourite records, basically. Er, except stuff by Michael Jackson (he always sues, apparently).

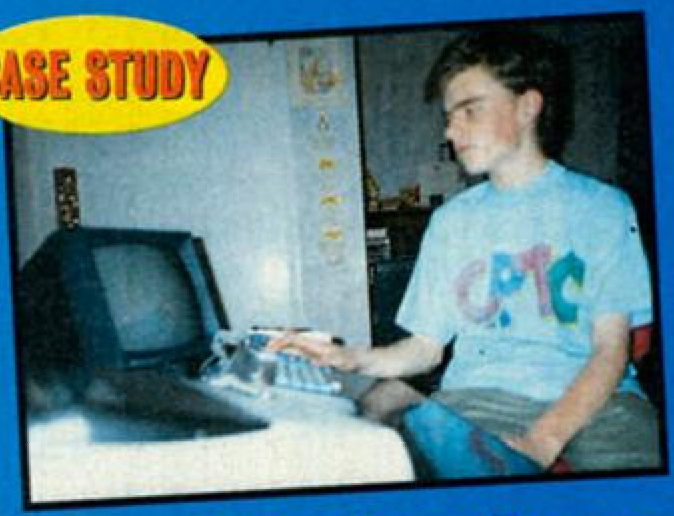
4) Profound (and preferably song-relevant) slogans from films and videos

Nicking short phrases from video soundtracks is a good use of sampling. You can use the samples either in a 'comical' way (a la Carter) or a bit more seriously (simply to add a little something to the song). Samples like this are most often placed on the track just after a line of song that they relate to (in either a witty, thoughtful or totally stupid way). Very clever, that. Kind of.



UDT (aka Hippy State without guitars) kick up the jams. Whatever that means.

Examples: Any Carter USM song, *Temple of Dreams* by Messiah (*The Running Man*), *Unbelievable* by EMF (Andrew Dice Clay) and many, many more.
Things to try: Try and work in something from *Hamlet* or *Richard III*, that's bound to impress the American market.



Entering the public domain

Richard Fairhurst, *AA*'s technical guru, is also the man behind Robot PD, one of Britain's leading CPC PD libraries. So why did he decide to start the library?

"I had a few programs I'd written myself and I couldn't think of anything else to do with them, so I started up a PD library, using those programs as a basis."

Are you surprised at the way PD libraries have really taken off in the past couple of years?

"I'm not really surprised with the growth, considering the way it's been covered in magazines. And the fact that it's very easy indeed to set up a PD library – you can just get a lot of programs from other libraries. It's a lot harder to set up a good library though."



Here comes the rush! CPC public domain libraries are an ever growing industry.

Is it possible to make your fortune running a public domain library?

"Not really. If you're making too much money then you're charging too much, because it is PD. It is possible to make *some* money."

How much money exactly, if you get your address publicised in the high street mags, and are prepared to put a fair amount of effort into running the library?

"If you're putting a lot of effort into it, you can make anything from £25 to £100 a month. It depends how much you charge for the software."

Finally, any tips for anyone thinking of setting up a PD library to make a bit of cash?

"Think very carefully. To be successful you've got to give your library something to make it stand out from the other libraries. Offer very good quality programs or think of some gimmick to pull the customers in."

Cheers Richard, sound advice.

money money money

Your CPC could be your key to a fortune. ADAM PETERS, famed money-grabber, investigates ways of making dollars with your CPC...

Richard Branson started a magazine when he was sixteen: he is now one of the richest men in Britain and he owns a hot air balloon. Richard and David Darling started selling their own computer games when they were seventeen: today they own CodeMasters and have lots of money. Cilla Black started off singing into a hair brush in front of the mirror when she was seven: today she hosts *Blind Date* and can afford posh frocks with polka dots on.

Whether it's publishing, programming, writing, making music or summat else, those first few steps you make into the arena could be the first few steps on the road to fame and fortune beyond your wildest dreams. And with your CPC at your side, you've got a head start on Richard, Richard, David and Cilla. Even if your ambitions don't extend to fame and fortune, if you play your cards right, your machine could be a proper little bread-winner.

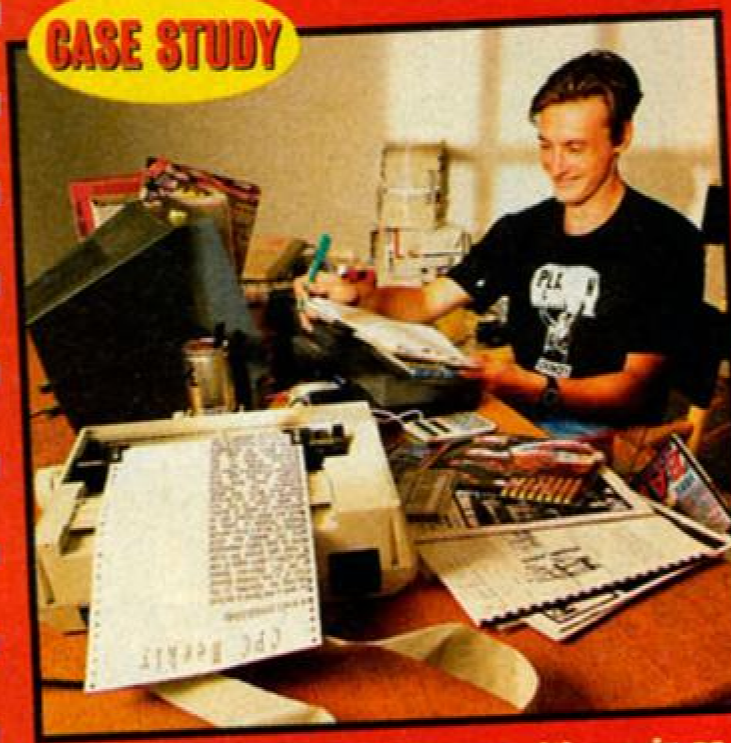
How?

Easy. Virtually every serious application can be used to make money, whether it's a word processor, spreadsheet, machine code assembler... anything. If you've got a good idea for a cash-creating scheme, and you're prepared to put in the work, you should be able to reap the rewards.

Here we provide you with ten money-making ideas, plus tips from a couple of people who actually do make cash with their CPCs. If you take part in (or know of) a method of making money with your machine that we haven't mentioned here, drop us a line at *Reaction*. There's a prize for the most ingenious idea.

The recession? It doesn't really affect CPC money-making ventures in the way that you might think. When people find it harder to afford professional services, they are more inclined to

Publish and prosper?



Publishing for profit: if a man with a grin as inane as this can make money by doing a magazine, surely you can too. Fanzines ahoy!

As well as writing some topper stuff for *AA*, young Tim Blackbond also edits his own fanzine, the well respected CPC PD mag *Artificial Intelligence*. What, we wonder, lead him to start the magazine?

"Well I started it because I didn't think Caroline Lamb [*AA*'s original PD columnist] was giving PD libraries enough publicity. He was just rattling on about the legal aspects. I thought there was more that needed to be written about CPC PD."

The first issue of *AI*, Issue Zero, never went on public sale. What was it like?

"Very poor. I sent copies off to the PD libraries, but refused to let the public see it. There was lots of really stupid things wrong with the issue. For instance, due to a bizarre photocopying accident, two of the pages were printed upside down!"

Oh dear. Oh dear, oh dear, oh dear. So how



There's a mountain of treasures just waiting to be unearthed with your CPC. And also a mountain of naff clichés every month in AA.

trust their money to individuals providing the same service for a cheaper price. And that means you and your Amstrad.

In many cases you won't even need to make any substantial outlay to get your venture up and running. Maybe just a few pence for photocopying mini adverts for the service that you can stick up at school/work/all over the town. Even when a spot of classified advertising is calling for, start small – with local free papers, for instance – and the monetary outlay is minimal.

While the outlay may be minimal, the rewards, as many CPC entrepeneurs will already know, can be very large indeed.

So switch on your machine, fish out your software, and get ready to gather those riches. After all, a bit of extra spending money wouldn't go amiss, would it? And if your scheme really takes off, you might even be able to make a living of it. And if you actually do become as wealthy as Richard Branson or Cilla Black as a result, just remember who suggested it in the first place. My bank account number for paying in is 14-27-34 85362... (*Snip – ed.*)

much money is it possible to make running a CPC fanzine then, Tim?

"It depends of how many copies you are selling. *CPC Domain* got its circulation up to a high 120 before changing from a paper fanzine to a disk fanzine. *WACCI*, with a very widespread appeal, sells several hundred. If you get the publicity and work at it, a popular monthly CPC fanzine could comfortably earn its editor £75-£100 an issue."

Have you got any tips for the budding publishing magnate?

"Do I what I didn't do. Get the contents and everything planned in advance, and make sure you can get it out on time. Don't start a monthly magazine if you aren't going to be able to do an issue a month. Work out how often you'll be able to get an issue out before you start. I originally started the mag to stop myself getting bored with GCSE revision. It helps kill the boredom when you've played all your games to death, and you can make money from it too."

Ta Tim, you're a scholar and a saint.

10 ways to make cash with your CPC

So what different ways can you make moolah with your machine? Here's the AA top ten money-making ventures...

1) Write a game or program

Whether it's a game or something more serious, writing a program for your machine is one way to earn cash. *AA Type-ins* earn their writers £20, commercially marketed programs will earn their authors hundreds, maybe more (but you need to be good). If all else fails, why not market and sell the program yourself?

2) Become a graphics artist

Artistically minded? Interested in producing graphics on your computer? You could advertise and sell disks of 'clip art' (illustrations for use in DTP) you have drawn. Maybe try chasing round software development houses, to see if they're looking for any artists to produce graphics for games.

3) Run a typing service

One of the easiest and most entrepreneurial ways of making cash with your machine. If you've got a printer and some word processing software, place ads in local papers and your school/workplace. People supply you with text (project, report, CV, etc) and you type it in and produce a smart looking printout. You can charge around £2-£3 per double-spaced page of print. Generate a lot of customers and this could be a neat little earner. You could also just offer a straight printing service for other CPC owners who don't have printers but occasionally need stuff printed out.

4) Become an accountant

Similar to the typing service, only using a spreadsheet instead of a word processor. You need to have a reasonable grasp of maths. Try to persuade small businesses to let you do their monthly accounts. If it starts getting compicated, it's best to go and study accountancy at college first.

5) Commercial mail-outs

Another 'running a service' money-making enterprise. You'll need a printer, plus a database and a label printing program. (*Mini Office 2* includes both of these, and there's also a lot of cheap label printers coming out at the moment.) Advertise the service to people who need to do regular, large 'mail shots'. Lots of people don't have access to a computer and printer. Using yours, you can help them out and earn yourself a few bob in the process. Work out how many addresses you can run off in an hour, decide how much you'd like to earn per hour, and use that as your basis for the amount you charge.

6) Write a book or something

Fancy yourself as a writer? A word processor will enable you to knock up your masterpiece novel conveniently and much more quickly (and readably) than with paper and pen. Persuading



someone to publish your work once you've done it is the tricky bit. Alternatively, write a really snazzy article on a topic of interest and send it off to any relevant high street magazines. If you're lucky and someone decides to use your piece, you should earn somewhere between 6p-10p per word, which builds up to a tidy sum. If you've got an idea for an article, feature or series for *Amstrad Action*, just send a *brief outline* through the post (please don't phone) to Rod Lawton at the usual address. If we're interested in the idea, we'll get back to you.

7) Start a fanzine

Running your own magazine requires a lot of work, but it's a lot of fun and you can earn yourself a reasonable wodge of cash in the process. We've covered running a fanzine in great detail in the past few months, and elsewhere in this feature Tim Blackbond of *Artificial Intelligence* provides some top advice on doing a fanzine.

8) Produce a hit musical work

See our *Making Tracks* feature. Get hold of some decent MIDI kit and using your CPC as a sequencer, knock up some tapes of your songs. Try to sell them to people you know, or if you come up with something really good, get it cut to vinyl. It costs a fair amount to get a white label pressed, but if it's good and it sells you can make some decent money. But unless you're really sure what you're doing, stick to trying to sell tapes to your mates. Composed a decent gamesy tune using the machine's in-built sound chip? Chase round the software houses and development houses to see if anyone would like to use your tune in a game. Many software houses get people outside the company (freelancers) to do the tunes for them. And they pay.

9) Run a public domain library

Here's another topic we've covered a lot recently, and it's a very popular venture nowadays. See elsewhere on this spread for PD maestro Richard Fairhurst's inside info on PD libraries as a source of income.

10) Sell the machine

Er, all right, strictly speaking this is one way you could make money with your machine. Quite a bit of money in fact. But it kind of puts the dampers on you being able to try any of the other money-making schemes afterwards, doesn't it? Try running a typing service on a Sega Megadrive!


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The Axe of Kolt

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YOU ARE Alaric Blackmoon, a penniless ex-mercenary who has decided to settle down and live the rest of his life in peace. Unfortunately the marauding forces of the Xixon feel differently and you feel duty bound to try and stop them by retrieving the magical artefact known as the Axe of Kolt. The axe will, according to legend, drive back the accursed Xixon and make the world a peaceful place to settle down in again.

Inspired mainly by Andre Norton's *Witch World* and *Star of Danger* by Marion Zimmer Bradley, *Axe of Kolt* was recently awarded the title of 'Best 8-bit text only adventure game' in the *Adventure Probe* awards. *PAWed*, the pedigree of *Axe* is superb – written by Larry Horsfield, the author of *Magnetic Moon* (reviewed *AA72*), with conversion and playtesting from two honorary Balrogs – Ken Bond and Lorna Patterson.

Be warned though – *Axe* is no walkover, as it comes in four parts – that's over 200K of code! The game isn't easy either so be prepared for many sleepless nights trying to solve it.

Only a couple of niggles – *Axe* is a little too difficult in places and can be frustrating (luckily Larry operates a telephone helpline) and the screen clears before describing a location (this is a minor niggle on the Balg's behalf – I prefer the screen not to clear). Overall a good game, although the Balg didn't enjoy it as much as *Magnetic Moon* (I preferred the science fiction scenario).

VERDICT

ATMOSPHERE 76%
A pretty good storyline, with well-written text.

INTERACTION 70%
Good parser and some character interaction.

CHALLENGE 84%
Over 200K of code means lots to challenge the hardiest adventures.

Axe of Kolt is a good game let down slightly by its high difficulty level.

RATING 80%

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News News News

New adventure mag unveiled

Yet another 8-bit adventure magazine has arrived to fill the void left by the much-loved *Adventure Probe*. Bare Bones is its name, and it's now in its fourth issue. It will be published every two months.

The issue the Balg saw looked good but there wasn't really very much in it, considering that the price was £1.50. Hopefully, though, this will improve as Les, the new magazine's editor, gets more response from the readers.

If you're interested in the mag, *Bare Bones* is available from 10 Tavistock Street, Newland Avenue, Hull HU5 2LJ.

Guild withdraws from CPC

Tony Collins of the Guild has announced that he is discontinuing support for the Amstrad CPC. However all is not lost – Philip Reynolds of The Adventure Workshop has taken on the Guild software list as well as adding many new titles. Prices range from £2.00 for a single-part cassette game to £6.00 for a multi-part disk adventure.

The new titles include many popular Spectrum games converted to the Amstrad, such as *Captain Kook, Microfair Madness, The Bounty Hunter* and *Desmond and Gertrude.*

For more details and a 14-page catalogue write to Philip at: 36 Grasmere Road, Royton, Oldham, Lancashire, OL2 6SR.

Honorary Balrog

YEP! IT'S honorary Balrog time again! This time the award goes to a lady who is very busy in the Amstrad adventure scene. As well as running her own PD library dedicated to adventure games, she also publishes *Dragon News* as well as writing the adventure column for *CPC User*. Congratulations Debby Howard HBalg!

Debby has dedicated herself to keeping the Amstrad Adventure scene alive and has had much success – her PD library was voted the second best PD library in the recent *Probe* Awards (she was only pipped to the post by a Spectrum library). Well done Debby!

If you have any suggestions for an Honorary Balrog then send them to the Balg at the usual address. Only totally dedicated adventurers are worthy of such an accolade – it shows that you have worked hard to advance the name of the adventure on the Amstrad as well as other machines.

Contacting the Balg

To get in contact with the Balg, write to him at Amstrad Action, Future Publishing Ltd, Beauford Court, 30 Monmouth Street, Bath, AVON BA1 2BW.

Cluepot

Thanks go to Patrick Dyson and Gandalf the Grey for this months' selection of clues, plus the Balg's clue library...

Arkham Manor

- Give Mrs Lemin wallet before using knocker to get into house.
- Give policeman hammer.
- Three things are needed to blow up folly.
- Give teacher book and she will tell you something.

Castle Master

- To kill spirit in Dragon's Lair keep shooting it between the eyes. Go through the hole in the Hot Baths to cavern 4. Collect key then go up stairway into courtyard and onto drawbridge. Stand at far end and throw rock at trigger mechanism. You will land on the roof of the cathedral where you can get another key.

Colour of Magic

- You must eat the meal in part one to kill the troll in part two.

The Crypt

- There are ten keys in all, and here are their locations:

1) In the chest in the crypt.
2) On top of the cupboard in the room adjacent to Tantalus.
3) In the treasure chest in the room adjacent to Tantalus.
4) In the fire extinguisher holder in the lift (throw rock at glass).
5) Under the rock in the lift shaft (push rock under crusher, then go up to level 4 and come back down to level 1 – the rock will be crushed).
6) One on the wall in the lift shaft.
7) One outside door in the porthole (drop from door above to land on the ledge with the key).
8) One behind the steps at the level 3 stairs.
9) One in the rat-trap (do NOT go beyond the bar to get the key).
10) One on the shelf in the pillar (push stalactites up to form steps).

Heroes of Karn

- Attack Hydra with spear.
- Get Khadim to kill the pirate with dagger found in the King's chamber.
- Tell Beren to get the falcon.
- Water the plant to make it a beanstalk.

Imagination

- To pass the Japanese soldier, paint your cord/belt black.

Lifeterm

- Insert wax in ears.
- Pick lock with wire.

Seabase Delta

- To get the long plank type pull nail while you are holding the pincer. Get the nails, hammer, barrel and plank and type make seesaw.

relate to AA issues)

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Type-i

Exit

Michael Hey of Pudsey, West Yorkshire, has contributed a decidedly difficult and addictive game programmed in only 3K. The object of *Exit* is to traverse an on-screen maze and swallow up a bonus situated at the maze's exit. All is not as it seems however. The passageways through the maze move horizontally across the screen making a fine degree of dexterity an absolute must. In addition, there's a monster to inhibit your progress and the whole scenario is played out against the clock! Controls are A and Z for up and down, and . and , for left and right.

BASIC programming has never been easier! Jerry Glenwright presents four new readers' progs to type in yourself PLUS the latest instalment of his brilliant BASIC tutorial series...

```
{EmAm} 10 GOSUB 550
{FuAj} 20 :
{HnBi} 50 DI:LOCATE XMAN,YMAN:PRINT CHR$(248)
{LkAk} 60 PEN 3
{HmAo} 70 FOR T=1 TO 4
{EsAt} 80 WALL(T)=WALL(T)+DIR(T)
{CvEn} 90 IF WALL(T) = LIMIT(T) THEN LOCATE
       LIMIT(T), VWALL(T) : PRINT CHR$(143);
       CHR$(143); CHR$(143); CHR$(143) :
       WALL(T) = START(T)
{JqAv} 100 LOCATE WALL (T),VWALL(T)
{OqAn} 110 PRINT HOLE$
{IoAm} 120 NEXT T
{CoDk} 130 IF CREEP<1 THEN LOCATE 1,22 ELSE IF
       CREEP >39 THEN LOCATE 39,22 ELSE LOCATE
       CREEP,22
{MmAv} 140 PEN 2:PRINT" ";CHR$(225);" "
{LlBo} 150 CREEP=CREEP+((XMAN<(CREEP+11))-
       (XMAN>(CREEP+1)))*0.9
{BpAm} 160 PEN 1
{PkBr} 170 IF TEST(XMAN*16-8,(25-YMAN)*16+8)>1
       THEN GOTO 300
{KiAv} 180 LOCATE XMAN,YMAN:PRINT" "
{NlCn} 190 XMAN=XMAN+(INKEY(39)>-1)-
       (INKEY(31)>-1):YMAN=YMAN+(INKEY(69)>-1)-
       (INKEY(71)>-1)
{NlAv} 200 IF XMAN<2 THEN XMAN=38
{GlAw} 210 IF XMAN>38 THEN XMAN=2
{GsAw} 220 IF YMAN<1 THEN YMAN=1
{PwAx} 230 IF YMAN>23 THEN GOTO 400
{PjBr} 240 IF TEST (XMAN*16-8,(25-YMAN)*16+8)>1
       THEN GOTO 300
{FuAk} 250 EI
{ApAm} 260 GOTO 50
{OjAj} 270 :
{CuAv} 300 SOUND 1,500,10,15,1,1,1
{DlDj} 310 FOR T=1 TO 40:INK 1,RND(1)*26:INK
       2,RND(1)*26:INK 3,RND(1)*26:SOUND
       2,T,10,15,1,1,1:NEXT T
{BoCv} 320 MODE 0:INK 1,24:LOCATE
       1,10:PRINT"Time left:";TIMER;:LOCATE
       3,12:PRINT"seconds"
{DvBv} 330 LOCATE 6,15:PEN 7:PRINT"You
       scored":PRINT"     ";SCORE;"points."
{MlAt} 340 FOR T=1 TO 4000:NEXT T
{MtCn} 350 MODE 0:LOCATE 5,8:PEN 8:PRINT"PRESS
       SPACE":LOCATE 4,10:PRINT" TO TRY AGAIN"
{KsBo} 360 IF INKEY$<>" "THEN GOTO 360 ELSE RUN
{GrAj} 370 :
{BoAu} 400 MODE 0:SOUND 1,1,50,15
{KjAt} 410 LOCATE 8,12:PRINT"BONUS!"
{BkBq} 420 FOR T=2000 TO 0 STEP -100:SOUND
       2,T,10:NEXT T
{IvCw} 430 NR=NR+1:BONUS=NR+TIMER:SCORE=SCORE+
       BONUS*1000:LOCATE 9,14:PRINT
       BONUS*1000:FOR T=1 TO 2000:NEXT T
{CwAs} 440 GOSUB 560:GOTO 50
{KpAk} 450 :
{OnCp} 480 PEN 2:TIMER=TIMER-1:LOCATE
       10,25:PRINT TIMER:IF TIMER>0 THEN PEN
       1:RETURN
{KiBt} 490 FOR T=3000 TO 4000 STEP 100:SOUND
       1,T,10,15,1,1,1:NEXT T
{BjBk} 500 MODE 0:LOCATE 7,10:PRINT"TIME UP!"
{LuAu} 510 FOR T=1 TO 2000:NEXT T:RUN
{MtAj} 520 :
{EvCk} 550 SYMBOL AFTER 225:SCORE=0:DIM WALL
       (4),DIR(4),VWALL(4),LIMIT(4),START(4)
{MiAu} 560 MODE 1:PAPER 0:INK 0,0
{BiAq} 570 PEN 1:INK 1,20
{NoAw} 580 BORDER 0:INK 2,15:INK 3,18
{KmAn} 590 XMAN=20:YMAN=1
{AlAn} 600 CREEP=38
{FrCj} 610 TIMER=30-NR:EVERY 50,1 GOSUB
       480:DI:EVERY 20,2 GOSUB 1000
{OiBw} 620 LOCATE 1,25:PEN
       2:PRINT"TIME................SCORE.......
       ......."
{CqAu} 630 LOCATE 30,25:PRINT SCORE
{AjCn} 640 WALL(1)=20:WALL(2)=30:WALL(3)=1:
       WALL(4)=10:DIR(1)=1:DIR(2)=-0.5:DIR(3)
       =1:DIR(4)=-1
{InBq} 650 VWALL(1)=4:VWALL(2)=9:VWALL(3)=15:
       VWALL(4)=20
{CpAx} 660 HOLE$=CHR$(143)+"   "+CHR$(143)
{GvCo} 670 PEN 3:FOR T=1 TO 4:LOCATE
       1,VWALL(T):PRINT STRING$(40,CHR$(143)):
       NEXT T
{BqCu} 680 LIMIT(1)=36:START(1)=1:LIMIT(2)=1:
       START(2)=36:LIMIT(3)=36:START(3)=1:LIMIT
       (4)=1:START(4)=36
{GtAp} 690 PEN 1:RETURN
{OlAj} 900 :
{NiCi} 1000 IF c1=1 THEN c1=0:SYMBOL
       225,24,126,255,189,153,60,231,66:RETURN
{FwBr} 1010 c1=1:SYMBOL
       225,24,126,255,189,24,24,60:RETURN
```

TeleBook

Here's an excellent little routine that could form the basis of a much larger personal organiser-type program. *TeleBook*, by Simon Moody of Mansfield Nottinghamshire, is an electronic address and telephone number book. The

Basic tutorial... Basic tutorial... Basic tutorial... Basic tutorial...

So, two loop types which, while they can be made to perform almost the same function, work in very different ways and can provide a very different range of functions. Often you can use either construct to achieve a given end, but remember that a FOR...NEXT loop will (almost) always execute at least once, while the same can't be said of a WHILE...WEND loop.

Loops which execute at least once are known as post-test loops. Those which don't, pre-test loops. Which do you think describes the FOR...NEXT loop? Post-test?

The FOR... statement is encountered, then execution continues down through the lines of code until the first test to determine whether the loop should be... well, looped appears at the end of the loop code. It certainly appears to be a post-test loop.

With the WHILE...WEND construct on the other hand, before the loopable code is performed, WHILE determines whether it should be. A pre-test then?

Well, here's a spanner in the works. In fact, FOR...NEXT is actually a pre-test loop too! Why? Because if BASIC discovers that the control value is greater than the limit, all the code up to and including the corresponding NEXT is skipped. Here's an example:

```
FOR CNT=100 to 1
```

When this statement is encountered, the control

ns

program is completely menu-driven, providing options for you to enter records (consisting of names, addresses and telephone numbers) and make hard copies of them. Full instructions are included in the program.

```
{HtAl} 10 PEN 1
{IuBi} 20 MODE 1:INK 0,0:INK 1,24:BORDER 0
{BoAv} 30 LOCATE 1,1:PRINT CHR$(135)
{MkAu} 40 LOCATE 40,1:PRINT CHR$(139)
{AlAv} 50 LOCATE 1,2:PRINT CHR$(211)
{CkAw} 60 LOCATE 40,2:PRINT CHR$(209)
{MoAv} 70 LOCATE 1,3:PRINT CHR$(141)
{EuAw} 80 LOCATE 40,3:PRINT CHR$(142)
{BjCo} 90 FOR x=2 TO 39:LOCATE x,1:PRINT
       CHR$(208):LOCATE x,3:PRINT
       CHR$(210):NEXT
{DvBw} 100 LOCATE 5,2:INK 2,15:PEN
       2:PRINT"ADDRESS PRINTOUT BY SIMON MOODY"
{JxAv} 110 LOCATE 1,4:PRINT CHR$(135)
{OiAv} 120 LOCATE 40,4:PRINT CHR$(139)
{KlAx} 130 LOCATE 1,24:PRINT CHR$(141)
{PwAw} 140 LOCATE 40,24:PRINT CHR$(142)
{MuCm} 150 FOR X=5 TO 23:LOCATE 1,X:PRINT
       CHR$(211):LOCATE 40,X:PRINT
       CHR$(209):NEXT
{HlCn} 160 FOR X=2 TO 39:LOCATE X,4:PRINT
       CHR$(208):LOCATE X,24:PRINT
       CHR$(210):NEXT
{IpAv} 170 WINDOW#1,2,39,23,5:
{DmBm} 180 LOCATE 16,6:PEN 1:PRINT"MAIN MENU"
{BwEt} 190 FOR X=16 TO 24:LOCATE X,5:INK
       3,6:PEN 3:PRINT CHR$(196):LOCATE
       X,7:PRINT CHR$(198):NEXT:PEN 3:LOCATE
       15,6:PRINT CHR$(199):LOCATE 25,6:PRINT
       CHR$(197)
{KmIl} 200 WINDOW SWAP 0,1:LOCATE 8,8:PEN
       3:PRINT"1":LOCATE 8,10:PRINT"2":LOCATE
       8,12:PRINT"3":LOCATE
       8,14:PRINT"4":LOCATE 8,16:PRINT"5":PEN
       2:LOCATE 9,8:PRINT":":LOCATE
       9,10:PRINT":":LOCATE
       9,12:PRINT":":LOCATE
       9,14:PRINT":":LOCATE 9,16:PRINT":":PEN 1
{FwGk} 210 LOCATE 10,8:PEN 1:PRINT"RETURN TO
       BASIC.":LOCATE 10,10:PRINT"ENTER RECORD
       ":LOCATE 10,12:PRINT"INSTUCTIONS":LOCATE
       10,14:PRINT"PRINT RECORDS":LOCATE
       10,16:PRINT"QUIT PROGRAM"
{KiBt} 220 LOCATE 8,18:PEN 2:INPUT"PLEASE ENTER
       A NUMBER:",Z
{PkAu} 230 IF Z>5 OR Z<1 THEN 220
{DjAx} 240 ON Z GOSUB 330,340,270,390,420
{LrAq} 250 CLS#1:GOTO 170
{GkAr} 260 MODE 1:PEN 1:LIST
{LjFu} 270 CLS :PEN 2:LOCATE
       15,2:PRINT"INSTRUCTIONS":PEN 3:FOR X=15
       TO 25:LOCATE X,1:PRINT CHR$(196):LOCATE
       X,3:PRINT CHR$(198):NEXT:LOCATE
       14,2:PRINT CHR$(199):LOCATE 26,2:PRINT
       CHR$(197):PEN 1
{BoDm} 280 LOCATE 1,5:PEN 2:PRINT"THIS
       PROGRAMME ALLOWS YOU TO ENTER    YOUR
       FRIENDS TELEPHONE NUMBER AND
       ADDRESS.";
{BxCr} 290 PRINT"AFTER YOU HAVE PUT YOUR
       FRIENDS       ADRESS AND TEL.NUMBER YOUR
       CAN PRINT IT OUT.";
{GwBq} 300 PEN 1:PRINT"YOU CAN ONLY HAVE ON
       RECORD AT A TIME"
{EkBt} 310 PEN 3:PRINT:PRINT"  WARNING DO NOT
       EXCEED THIS AMOUNT  "
{HnBp} 320 CALL &BB18:CLS:WINDOW SWAP 1,0:GOTO
       170
{PrAp} 330 CLS:|BASIC
{MrAk} 340 CLS
{HrAu} 350 INPUT"NAME:",NAME$
{NvAw} 360 INPUT"ADDRESS:",ADDRESS$
{OiAx} 370 INPUT"TELEPHONE NO.",TELEPHONE$
{HiAw} 380 WINDOW SWAP 1,0:CLS#1:GOTO 170
{IpCk} 390
       CLS:PRINT"PRINTING>>>>>>>>>>>>>>>>>>>>>
       >>>>>>>"
{MrEu} 400 PRINT #8,"NAME:"+NAME$:PRINT
       #8,"ADDRESS:"+ADDRESS$:PRINT#8,"TELEPHON
       E:"+TELEPHONE$:PRINT"PRINTED>>>>>>>>>>>
       >>>>>>>>>>>>>>>>>>"
{CoAw} 410 WINDOW SWAP 1,0:CLS#1:GOTO 170
{DuAr} 420 MODE 1:PEN 1:LIST
```

Missile

An absolute corker this one, and a member of that oh-so-rare breed – an original game! The objective of *Missile* is simple; you destroy, using a a selection of missiles, a fleet of enemy ships crossing the horizon. Sounds old hat? Don't belive it. Originality lies in the way the missiles move to their targets. Each one you fire is launched up into the sky way above the horizon, reaching a limited height at which point the missile falls back to earth – or in this case, sea. Using your judgement you've got to decide just when to launch the missile in order for it to fall back to earth on the enemy ship.

Philip Melvin of Doncaster's the man behind the game, and he's written something which will keep you glued to your keyboard for hours on end. Full instructions and details of all enemy shipping are included in the game.

```
{NxAm} 1 'MISSILE
{IqAm} 2 'BY P.MELVIN
{OtAk} 3 '1992
{LvBj} 10 DIM g$(10):SYMBOL AFTER 32:hisc=0
{JkAn} 20 hi=0:MEMORY &6000
{AsAq} 25 r=1:GOSUB 240
{OoAp} 26 r=1:GOSUB 270
{BqBw} 30 BORDER 0:INK 0,0:INK 1,26:INK
       2,16:INK 3,6:SYMBOL 163,255
{LxCx} 40 MODE 1:PAPER 0:PEN 1:LOCATE
       1,2:PRINT"INSTRUCTIONS":LOCATE
       1,3:PRINT"££££££££££££"
{AlDw} 50 LOCATE 1,4:PRINT"The aim of the game
       is to sink as many  enemy ships as you
```

Win £20!

That's what we're offering: five minutes of glorious fame, and masses of cash (well, your name in print and twenty quid, anyway...) . So if you're a brill BASIC programmer writing code which knocks spots off anything published here – send it in! Your name in lights and big prize money is a-waiting...

Here's a few dos and don'ts to help you on your way:

- **DO include your name and address with your tape or disk**
- **DO include a SAE if you want material returned**
- **DO include a written description of your program and details of its operation – on-disk doc files won't do!**
- **DON'T include instructions saying "...here's my program Hot-Dots, the name speaks for itself...", because it doesn't! If you can't be bothered to describe what it does, I can't be bothered to load it up, OK?**

The address to write to with your programs is:

Type-Ins,
Amstrad Action,
Beauford Court,
30 Monmouth Street,
Bath, Avon BA1 2BW

Basic tutorial... Basic tutorial... Basic tutorial... Basic tutorial...

variable's value (CNT which is equal to 5) is already greater than the limit, 2. The BASIC interpreter realises this and skips statements up to the first one following the corresponding NEXT.

In almost all cases, you'll won't make the control variable greater than the limit to start with, but it can happen when using precomputed variables – loops are fraught with traps for the unwary!

And here's another complication. It is possible to make the control variable greater than the limit and still perform the loop! How? By using FOR...NEXT's STEP function, that's how.

STEP enables the control variable to be stepped between its start and end values by a given figure. The statement

```
FOR CNT=100 to 1 STEP -1
```

for example, will cause the loop to count 'backwards' from 100 to 1. This

```
FOR CNT=100 to 1 STEP -2
```

from 100 to 1 in steps of 2 (98, 96, 94, 92 and so on to 2). You can't step from 2 to 1 in a step of 2!

Of course, STEP also works counting forwards too. The following statements

```
FOR CNT=1 TO 25 STEP 3
```

```
       can by firing a      missile from your
       sub."
{HuBl} 60 PEN 2:PRINT:PRINT CHR$(240);"     45
       Points"
{DoBl} 70 PRINT:PRINT CHR$(241);CHR$(242);"
       30 Points"
{GiBr} 80 PRINT:PRINT
       CHR$(243);CHR$(244);CHR$(245);"   15
       Points"
{JoBw} 90 LOCATE 1,14:PEN 3:PRINT"KEYS:":LOCATE
       1,15:PRINT"£££££"
{NkBl} 100 PEN 2:PRINT:PRINT"O          sight
       left"
{OoAx} 110 PRINT:PRINT"P          sight right"
{FwBi} 120 PRINT:PRINT"SPACE      fire missile"
{GkAw} 130 LOCATE 1,1:PRINT CHR$(11)
{NlBs} 140 PEN 2:LOCATE 1,1:PRINT"MISSILE  by
       Philip  Melvin  1992"
{JrBt} 150 LOCATE 1,2:PRINT"££££££££££££££££££££
       £££££££££££££££"
{EjBp} 160 PEN 1:LOCATE 1,25:PRINT"PRESS
       RETURN/ENTER"
{CoBl} 170 IF INKEY(18)<>-1 THEN GOTO 190
{BtBk} 179 LOCATE 23,15:PRINT"High score:";hisc
{LwAm} 180 GOTO 170
{MxBt} 190 sc=0:ams=12:ms=0:ix=0:x=-
       20:d$=CHR$(254)+CHR$(255)
{DwBl} 200 INK 0,11:INK 1,19:INK 2,26:INK 3,0
{AjAn} 210 BORDER 0
{DnAm} 220 MODE 1
{DoCj} 230 PAPER 1:FOR d=1 TO 10:LOCATE
       1,26:PRINT:NEXT d:PAPER 0
{FpBl} 240 SYMBOL 254,0,1,55,127,127,255,255,30
{AxBk} 250 SYMBOL 255,0,206,255,255,254,252,240
{BpAx} 255 IF r=1 THEN r=0:RETURN
{BjDp} 260 PEN 2:LOCATE 5,5:PRINT d$:LOCATE
       10,10:PRINT d$:LOCATE 14,2:PRINT
       d$:LOCATE 24,7:PRINT d$:LOCATE
       33,3:PRINT d$
{PkBu} 270 SYMBOL 240,0,0,0,0,0,0,56,255:SYMBOL
       241,0,0,0,3,23,255,127,63
{LvBi} 280 SYMBOL 242,0,0,0,0,152,252,255,255
{IkDk} 290 SYMBOL
       243,0,0,0,0,17,127,63,31:SYMBOL
       244,0,0,124,127,255,255,255,255:SYMBOL
       245,0,0,0,0,224,254,252,248
{BxAx} 295 IF r=1 THEN r=0:RETURN
{KqFo} 300 PAPER 1:PEN 3:LOCATE
       2,24:PRINT"MISSILES:":LOCATE 11,24:PRINT
       ams:LOCATE 18,24:PRINT"SCORE:":LOCATE
       25,24:PRINT sc:LOCATE
       30,24:PRINT"HI:":LOCATE 34,24:PRINT hisc
{FwAn} 310 GOSUB 530
{CxBn} 320 a=iid+60:FOR d=640 TO -a STEP -10
{BvDi} 330 TAG:PLOT -2,-2,3:MOVE d,174:PRINT
       r$;:MOVE d+id,174:PRINT s$;:MOVE
       d+iid,174:PRINT t$;:TAGOFF
{FnBk} 340 LOCATE 1,1:PRINT CHR$(23);CHR$(1)
{MxBo} 350 TAG:PLOT -2,-2,2:MOVE
       x,158:PRINT"+";:TAGOFF
{IwAw} 360 IF ms=1 THEN GOSUB 630
{PwAv} 370 IF ms=2 THEN GOSUB 670
{PrBn} 380 IF INKEY(27)<>-1 THEN ix=ix+4:GOTO
       460
{HkBp} 390 IF INKEY(34)<>-1 THEN ix=ix-4:GOTO
       460
{GmCj} 400 IF INKEY(47)<>-1 AND ms=0 THEN
       ms=1:z=x:y=162:ams=ams-1
{HvBu} 410 IF ms=1 THEN LOCATE 11,24:PEN
       3:PAPER 1:PRINT ams
{MlAw} 420 IF ams<0 THEN GOSUB 770
{HoAv} 430 IF ms=1 THEN GOSUB 630
{BpAx} 440 IF ms=2 THEN GOSUB 670
{DlAm} 450 ix=0
{BwAn} 460 x=x+ix
{NrAr} 470 IF x<5 THEN x=5
{IxAt} 480 IF x>620 THEN x=620
{GmCj} 490 TAG:PLOT -2,-2,2:MOVE
       x,158:PRINT"+";:TAGOFF:PRINT
       CHR$(23);CHR$(0)
{DoAl} 500 NEXT d
{CkAm} 510 GOSUB 530
{GsAm} 520 GOTO 320
{JvBj} 530 id=0:idd=0:r$="":s$="":t$=""
{JjAt} 540 g$(1)=CHR$(240)+" "
{JrAw} 550 g$(2)=CHR$(241)+CHR$(242)+" "
{NoBi} 560 g$(3)=CHR$(243)+CHR$(244)+
       CHR$(245)+" "
{DnAw} 570 r$=r$+g$(INT (1+(RND*3)))
{NkAx} 580 s$=s$+g$(INT (1+(RND*3)))
{LpAw} 590 t$=t$+g$(INT (1+(RND*3)))
{MjAv} 600 id=(INT (200+(RND*150)))
{OwAw} 610 iid=(INT (400+(RND*300)))
{OuAn} 620 RETURN
{NxAl} 630 y=y+2
{KiBn} 640 IF y>210 THEN PLOT z,y,1:DRAW
       z+8,y:z=z+8:ms=2
{KmAm} 650 PLOT z,y,1
{AqAn} 660 RETURN
{ClAm} 670 y=y-2
{GjBj} 680 IF TEST(z,y)=3 THEN GOSUB 820
{NrBi} 690 IF TEST(z,y-2)=3 THEN GOSUB 820
{PqBk} 700 IF y<160 THEN ms=0:GOSUB 730:RETURN
{OsAm} 710 PLOT z,y,1
{HxAn} 720 RETURN
{PpBj} 730 LOCATE 1,1:PRINT CHR$(23);CHR$(0)
{KxAt} 740 FOR y=214 TO 160 STEP -2
{PmAr} 750 PLOT 2,y,0:DRAW 638,y
{ClBk} 760 NEXT:PRINT CHR$(23);CHR$(1):RETURN
{CvDw} 770 PAPER 0:CLS:PEN 1:BORDER 11:LOCATE
       2,9:PRINT"No missiles left-GAME
       OVER!!!":LOCATE 2,15:PRINT"Press SHIFT
       to play again..."
{GxBp} 780 PEN 3:LOCATE 2,12:PRINT"Your score
       was:";sc
{FwEm} 790 INK 2,26,16:IF hi=1 THEN LOCATE
       2,6:PEN 2:PRINT"Congratulations-New high
       score!!":LOCATE
       2,18:PRINT"Congratulations-New high
       score!!"
{GqBm} 800 IF INKEY(21)<>-1 THEN GOTO 810
{PlAo} 805 GOTO 800
{HjAm} 810 GOTO 20
{AnBl} 820 BORDER 26:FOR e=1 TO 50:NEXT
       e:BORDER 0
{PjCx} 830 TAG:PLOT -2,-2,3:MOVE d,174:PRINT
       r$;:MOVE d+id,174:PRINT s$;:MOVE
       d+iid,174:PRINT t$;:TAGOFF
{CmBi} 840 IF z<d+id THEN a$=r$:r$="    "
{KuBr} 850 IF z>d+id-2 AND z<d+iid THEN
       a$=s$:s$="    "
{LmAw} 860 IF z>d+iid-2 THEN a$=t$:t$="    "
{BkAw} 870 IF a$=g$(1) THEN sc=sc+45
{IrAw} 880 IF a$=g$(2) THEN sc=sc+30
{KkAw} 890 IF a$=g$(3) THEN sc=sc+15
{LxAt} 900 LOCATE 25,24:PRINT sc
{JlAx} 910 IF sc>hisc THEN hisc=sc:hi=1
{DwAv} 920 LOCATE 34,24:PRINT hisc
{LxAn} 930 RETURN
```

Clock

Turn your silicon friend into an electronic timepiece. Andrew Ratcliffe's *Clock* converts the CPC into a digital chronometer capable of precise measurement of time. Yep, it's a clock! But there's more. *Clock* can act as a fully-programmable alarm and, as an annoying or useful (depending upon your noise pollution threshold) extra, *Clock* chimes the hours exactly like Big Ben.

Fully menu-driven, *Clock* neatly demonstrates the real-time abilities of your home computer, and the program is perfectly suited to adaptation.

```
{FvAp} 10 tick$="Off"
{EjAm} 20 'Clock v2.0
{GlAr} 30 'By Andrew Ratcliffe
{DvAn} 40 'Aged 13
{NmCr} 50 'For The Best, Supersonic, Mega
       Fantastic, Skillfully Brilliant Mag,
       Amstrad Action!
{NnAl} 60 'June 1992
{NwAi} 70 '
{PtCj} 80 EVERY 50 GOSUB 750:al$="IS NOT
       SET":sec=0:mi=0:hor=1:u=0:v=0:w=0
{JrCj} 90 CLS:SPEED INK 30,25:INK 1,6,26:INK
       2,14:INK 3,18:INK 0,0:BORDER 0
```

Basic tutorial... Basic tutorial... Basic tutorial... Basic tutorial...

```
FOR LOLLIES=5 to LICKS STEP LICKED
```

and so on are all valid. There's no need to specify a forward step of 1, it's implied.

FOR...NEXT is useful in graphics situations – plotting points on the screen for example. You'll know exactly how many you want to plot (or the value will be computed by some other part of your program and passed to FOR...NEXT via a variable) and you'll be able to make use of FOR...NEXT's stepping function STEP in order to count up or down in an elaborate and complex fashion. We'll make much more comprehensive use of FOR...NEXT in forthcoming instalments, especially those detailing sound and graphics.

WHILE...WEND as we've seen, is much more subtle. Often, the loop isn't entered at all, and when it is, it's usually at the bequest of some other, precomputed part of your program.

OK, enough about loops. We'll discuss more of their subtleties when we encounter them.

And now to round of this month's BASIC tutorial, a further discussion of program protection. You'll remember that in an earlier instalment, we looked at protecting our string counter from the unwanted attentions of idiots typing in garbage. Simply checking the ASCII range of the input was enough to weed out junk characters and typos. That, however, is not enough to stop anyone from pressing the Escape key twice and BREAKing into the program.

```
{FsDj} 100 ENV 1,15,-1,20:ENV 2,15,1,1:ENV
       3,15,-1,5:ENT 1,15,-10,1:ENT -
       2,1,10,1:ENT -3,10,5,1,10,-5,1
{KsBl} 110 PEN 1:PRINT"       Clock v2.0 - Main
       Menu"
{ApAp} 120 PEN 2:PRINT
{CqAt} 130 PRINT"    1. View Clock"
{FkAl} 140 PRINT
{EvAt} 150 PRINT"    2. Reset Clock"
{HoAl} 160 PRINT
{NoAx} 170 PRINT"    3. Set Time Of Clock"
{JsAl} 180 PRINT
{OjAv} 190 PRINT"    4. Program Alarm"
{DtAl} 200 PRINT
{FiAx} 210 PRINT"    5. Quit The Program"
{MjAl} 220 PRINT
{BtAv} 230 PRINT"    6. Un-Reset Clock"
{EpAl} 240 PRINT
{MoAs} 250 PRINT"    7. Tick ";tick$
{OjAo} 260 PEN 3:PRINT
{NsAw} 270 PRINT"   Please Enter Your Option"
{FlAl} 280 PRINT
{NjBk} 290 PEN 3:PRINT" Alarm ";:PEN 2:PRINT
       al$
{FpAn} 300 a$=INKEY$
{JnBn} 310 IF a$="1" THEN SOUND 1,90:GOTO 390
{HpCj} 320 IF a$="2" THEN SOUND
       1,90:r=sec:s=mi:t=hor:sec=0:mi=0:hor=1
{CtBk} 330 IF a$="3" THEN SOUND 1,90:GOTO 470
{IuBl} 340 IF a$="4" THEN SOUND 1,90:GOTO 610
{EvBm} 350 IF a$="5" THEN SOUND 1,90:CLS:END
{MjBp} 360 IF a$="6" THEN SOUND
       1,90:sec=r:mi=s:hor=t
{KpEm} 370 IF a$="7" THEN IF tick$="Off" THEN
       SOUND 1,100:tick$="On ":LOCATE
       13,15:PRINT tick$ ELSE SOUND
       1,200:tick$="Off":LOCATE 13,15:PRINT
       tick$
{BmAm} 380 GOTO 300
{PxAo} 390 CLS:PEN 1
{JqAs} 400 PRINT"              View Clock"
{EnBr} 410 LOCATE 1,5:PEN 3:PRINT"
       Space For Main Menu"
{PtAn} 420 PEN 3:PRINT
{JwBt} 430 LOCATE 1,3:PRINT" Clock =";:PEN
       2:PRINT hor;":";mi;":";sec
{BuAo} 440 a$=INKEY$
{OkAw} 450 IF a$=" " THEN GOTO 90
{KlAl} 460 GOTO 430
{JxAo} 470 CLS:PEN 1
{AqAx} 480 PRINT"           Set Time Of Clock"
{PwAo} 490 PEN 3:PRINT
{OuCk} 500 PRINT"As soon as you press Y for
       yes, the clock will be set to your
       time."
{PvAn} 510 PEN 2:PRINT
{LxBw} 520 INPUT" Enter Number Of Hours (1-12)
       ) ",x:IF x(1 OR x)12 THEN 470
{FuBx} 530 INPUT" Enter Number Of Minutes (0-
       60) ) ",y:IF y(0 OR y)60 THEN 470
{MtCi} 540 INPUT" Enter Number Of Seconds (0-
       60) ) ",z:IF z(0 OR z)60 THEN 470
{JiAo} 550 PEN 3:PRINT
{GmBi} 560 PRINT"   This Is Correct (Y/N)"
{BlAn} 570 a$=INKEY$
{MtBs} 580 IF a$="y" OR a$="Y" THEN
       hor=x:mi=y:sec=z:GOTO 90
{OjBi} 590 IF a$="n" OR a$="N" THEN 90
{ElAl} 600 GOTO 570
{InAo} 610 CLS:PEN 1
{MqAv} 620 PRINT"             Program Alarm"
{KqAo} 630 PEN 3:PRINT
{LmBu} 640 PRINT"The alarm will be set as soon
       as you press Y for yes."
{HtAo} 650 PEN 2:PRINT
{GxBw} 660 INPUT" Enter Number Of Hours (1-12)
       ) ",u:IF u(1 OR u)12 THEN 610
{GlBx} 670 INPUT" Enter Number Of Minutes (0-
       60) ) ",v:IF v(0 OR v)60 THEN 610
{AlBv} 680 INPUT" Enter Number Of Seconds (0-
       60) ) ",w:IF w(0 OR w)60 THEN 610
{NkAn} 690 PEN 3:PRINT
{IkAx} 700 PRINT" This Is Correct (Y/N)"
{NlAn} 710 a$=INKEY$
{MjBq} 720 IF a$="y" OR a$="Y" THEN al$="IS
       SET":GOTO 90
{MvCi} 730 IF a$="n" OR a$="N" THEN
       w=0:v=0:u=0:al$="IS NOT SET":GOTO 90
{BmAm} 740 GOTO 710
{MxCs} 750 sec=sec+1:r=r+1:IF sec=60 THEN
       mi=mi+1:s=s+1:sec=0:IF mi=30 THEN SOUND
       1,750,300,0,1
{HmEt} 760 IF mi=60 THEN
       hor=hor+1:t=t+1:mi=0:IF hor=13 THEN
       hor=1:FOR o=1 TO hor:SOUND
       1,750,300,0,1:NEXT o ELSE FOR o=1 TO
       hor:SOUND 1,750,300,0,1:NEXT o
{LpBn} 770 IF tick$="On " THEN SOUND
       2,100,5,7,1,2,6
{MsAt} 780 IF hor=13 THEN hor=1
{EmDo} 790 IF sec=w AND mi=v AND hor=u THEN FOR
       o=1 TO 20:SOUND 4,800,55,0,1,1:NEXT
       o:u=0:v=0:w=0:al$="HAS GONE OFF"
{EiAn} 800 RETURN
```

Using Type-writer

If you're a comparative newcomer to *Amstrad Action* you're probably wondering about those funny four-letter codes in the curly brackets printed at the start of each line of a listing. These are here to help you type the programs in without making any mistakes. To use the system, first of all you have to run the *Type-Writer* program (printed in this box). From now on, for every line that appears on the screen, a four-digit 'checksum' is displayed too. So that when you type in a line printed on this page, your computer should display on-screen the same code as the one printed in the magazine. If it doesn't, you know you've made a mistake!

```
10 'Type-Writer
20 'Public Domain, by Pat McDonald
30 'Amstrad Action June 1989
40 flag=0:PRINT:INPUT"Am I a 464 (Daft
   question!)";h$
50 a=HIMEM-93:MEMORY a-1:RESTORE 200
60 FOR b=a TO a+&5D
70 READ c$:d=VAL("&"+c$)
80 POKE b,d:e=e+d
90 NEXT b
100 IF e<>10566 THEN PRINT"Error in data.
   Please Check.":END
110 IF LEFT$(h$,1)="y"OR LEFT$(h$,1)="Y"THEN
   POKE a+8,&A4
120 z=a+34:e=0
130 f=ABS(INT(z/256))
140 g=ABS(((z/256)-f)*256)
150 POKE a+40,g:POKE a+41,f:POKE a+45,g
160 POKE a+46,f:POKE a+57,g:POKE a+58,f
170 POKE a+65,g:POKE a+66,f:POKE a+77,g
180 POKE a+78,f:POKE a+85,g:POKE a+86,f
190 POKE a+90,g:POKE a+91,f
200 DATA e5,c5,f5,fe,0d,20,18,21
210 DATA 8a,ac,01,00,06,51,59,7e
220 DATA fe,00,28,11,47,81,10,fd
230 DATA 4f,eb,09,eb,23,18,f0,f1
240 DATA c1,e1,cf,fe,93,3e,20,cd
250 DATA 22,90,3e,7b,cd,22,90,7b
260 DATA 07,07,07,07,e6,0f,c6,41
270 DATA cd,22,90,7b,e6,0f,c6,69
280 DATA cd,22,90,7a,07,07,07,07
290 DATA e6,0f,c6,41,cd,22,90,7a
300 DATA e6,0f,c6,69,cd,22,90,3e
310 DATA 7d,cd,22,90,18,c1,4d,61
320 g=g-34
330 IF flag=0 THEN flag=1 ELSE GOTO 370
340 POKE a+35,PEEK(&BB5B):POKE
   a+36,PEEK(&BB5C)
350 POKE &BB5A,&C3:POKE &BB5B,g:POKE &BB5C,f
360 GOTO 50
370 POKE a+35,PEEK(&BD2C):POKE
   a+36,PEEK(&BD2D)
380 POKE &BD2B,&C3:POKE &BD2C,g:POKE &BD2D,f
```

Basic tutorial... Basic tutorial... Basic tutorial... Basic tutorial...

Fortunately, the creators of Amstrad BASIC were well aware of the problem, and included a BASIC construct to deal with it. Here it is

```
ON BREAK CONT
```

What this statement says is "if someone press Esc twice and 'breaks' into the program, trap it and continue execution." And that's exactly what happens. Include this statement, as is, at the beginning of any program, and it is break-proofed.

Unfortunately, that also means that you can't break into it either! The only way to stop the execution of the program is to perform a complete reset or what our transatlantic friends would call a 'power-down cycle'.

And that could mean losing your program if you haven't yet saved it to disk or tape!

Because of this, you should insert ON BREAK CONT into your program only after saving an unprotected copy. Then when you want to examine it, you have only to load the saved version and you can run, stop and run it as you please.

ON BREAK can be used with several other keywords to increase its scope and make it more useful, including STOP and GOSUB, and we'll be examining those more closely next month.

In the meantime, what are you waiting for? Get at the keyboard and get programming!

AA SMALLADS

LOADS OF MONEY can be got from selling unused or unwanted kit – don't forget, this page will be seen by over 35,000 readers!

UNOBTAINABLE PRODUCTS stop being unobtainable when you can ask 35,000 readers! We run'Wanted' ads as well as 'For Sale' ads...

PIRACY is not allowed. We will refuseto accept any advertisement that appears to us to be flogging copied games. This includes any 'swap' ads that look dodgy (i.e. lots of games)

PRICE is a tricky one. How do you decide how much to ask for your kit or sofware? As a general guide, start at half the cost new and work downwards.

SMALL BUSINESSES are not allowed (although we may allow ads offering a genuine reader service – individual cases will be judged on their merits) and we will turn away ads that appear to us to be from traders. Speak to our Ad Manager, Jackie Garford, about business ads.

ORDER FORM

SEND TO *AA* SMALL ADS, AD PRODUCTION, FUTURE PUBLISHING LTD, BEAUFORD COURT, 30 MONMOUTH STREET, BATH, AVON BA1 2BW

Please place the following advertisement in the next available issue of *Amstrad Action*

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Name ______________________

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Classification. Tick box: ☐ For sale ☐ Wanted ☐ Services ☐ User Groups ☐ Other

Write your advertisement here, one word per box. Include your name and phone number if you want them

Power Up

ACTION TEST pages 44-47 • REPLAY RUNDOWN pages 48-49 • CHEAT MODE pages 51-54

It's been a long time comin' but here it comes... Wild West Seymour gets reviewed this month, plus Reckless Rufus and the start of a bumper re-releases round-up.



Rod Lawton

OK Rodders, which film character would you most like to be? "**The Outlaw Josey Wales**, that's me." Why? "Because it's one of Clint Eastwood's best roles and me and Clint have so much in common: our steely gaze, our unfaltering trigger finger, our dedication to truth and justice..." If you ask us you have more in common with Wild West Seymour: your lardy frame, your inane smirk... "What was that?" Er, nothing.



Adam Peters

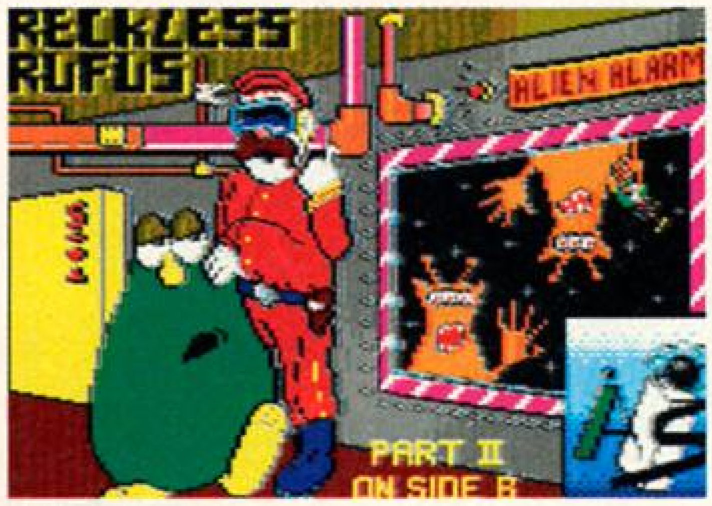
What about you Adders? "I'd like to be **Edward Scissorhands**." Why? "Because his hands are killer weapons yet still everyone thinks he's sweet. He's a modern Bacchanalian tragi-comic figure with Freudian undertones of self-aggrandisement. Sort of a fairy tale character for a horror comic generation. He symbolises the uncontrollable evil within us all." So why do you *really* like him? "Because we share the same hair style."



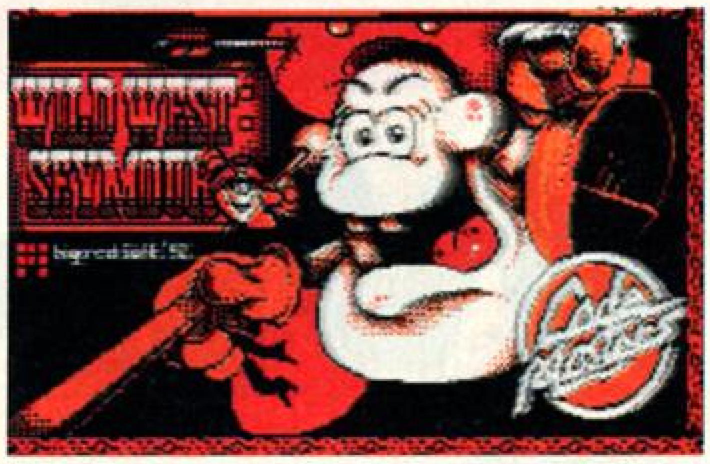
Linda Barker

Hello. Who are you and what are you dressed like that for? "I'm Linda, the editor of *Your Sinclair*, and my hobbies are... er... sleeping." Yes, but why are you dressed like dead jazz saxophonist Charlie Parker? "I'm not. I'm dressed like my hero **Hudson Hawk**, aka Bruce Willis. I'm just like him: silent as the night and as deep as darkness." And bald. "I'm not bald." No, but he is. (*No I'm not, I'm just thinning on top – Bruce Willis.*) Hmph.

Reviewed this month



RECKLESS RUFUS 83%



The hit parade

ELSPA PENGUIN CHARTS · COMPILED BY GALLUP · SPONSORED BY PENGUIN BISCUITS

1 NEW ZEALAND STORY
Hit Squad • 76% (AA73)

2	BUBBLE BOBBLE • Hit Squad.................71% (AA74)	11	LEMMINGS • Psygnosis 97% (AA82)
3	BATMAN – MOVIE • Hit Squad....94% (AA74)	12	NARCO POLICE • GBH 56% (AA85)
4	MAGICLAND DIZZY • C/Masters 85% (AA64)	13	DIZZY D T RAPIDS • C/Masters..29% (AA82)
5	TOTAL RECALL • Hit Squad........90% (AA85)	14	DIZZY'S EX ADV • C/Masters 74% (AA76)
6	SHADOW WARRIORS • H Squad .65% (AA82)	15	MULTIMIXX 5 • Kixx...............Not reviewed
7	1ST DIV MANAGER • C/Masters.54% (AA83)	16	USA TT WRESTLING • Zeppelin ..74% (AA85)
8	GOLDEN AXE • Tronix 58% (AA75)	17	ROBOCOP • Hit Squad 84% (AA78)
9	RAINBOW ISLANDS • Hit Squad..89% (AA78)	18	MANCHESTER UNITED • GBH.....69% (AA81)
10	4 GAME PACK • Atlantis...........Not reviewed	19	FANTASY WOR DIZZY • Codies ..89% (AA52)
		20	HARD DRIVIN' • Hit Squad 62% (AA78)

Action replay

RUNDOWN PART 1

This month's lot: 3D POOL • 4 x 4 OFF ROAD RACING • ACTION FIGHTER • AFTERBURNER • AIRBORNE RANGER • ALTERED BEAST • APB • ARKANOID • ARKANOID 2 • BADLANDS • BARBARIAN • BARBARIAN 2 • BATMAN THE CAPED CRUSADER • BATMAN THE MOVIE • BLASTEROIDS • BOXING MANAGER • BUBBLE BOBBLE • CABAL • CALIFORNIA GAMES • CASTLE MASTER • CHASE HQ • CRACK DOWN • CYBERBALL • DALEY THOMPSON'S OLYMPIC CHALLENGE • DALEY THOMPSON'S SUPERTEST • DOUBLE DRAGON • DOUBLE DRAGON 2 • DRAGON NINJA • DRAGON SPIRIT • DRAGONS OF FLAME • DRILLER • EMLYN HUGHES INTERNATIONAL SOCCER • ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS • F-16 COMBAT PILOT • FLIMBO'S QUEST • FOOTBALLER OF THE YEAR 2 • FORGOTTEN WORLDS • GHOSTBUSTERS 2 • GHOULS 'N' GHOSTS • GOLDEN AXE • GRYZOR • GUNSHIP • HARD DRIVIN' • HEAD OVER HEELS • HEROES OF THE LANCE • IK+ • IMPOSSAMOLE

This is the first level of Wild West Seymour, you start off by Richard Eddy who gives you a nasty note from El Bandeeto, then it's onwards to the Codies office and time for a quick word with Clare. Check out all the offices and then take a peek in the Shed. Before you can get off the level, you're going to have to find the nect level code and give it to the game genie. (Currently asleep in the bus's exhaust pipe!)

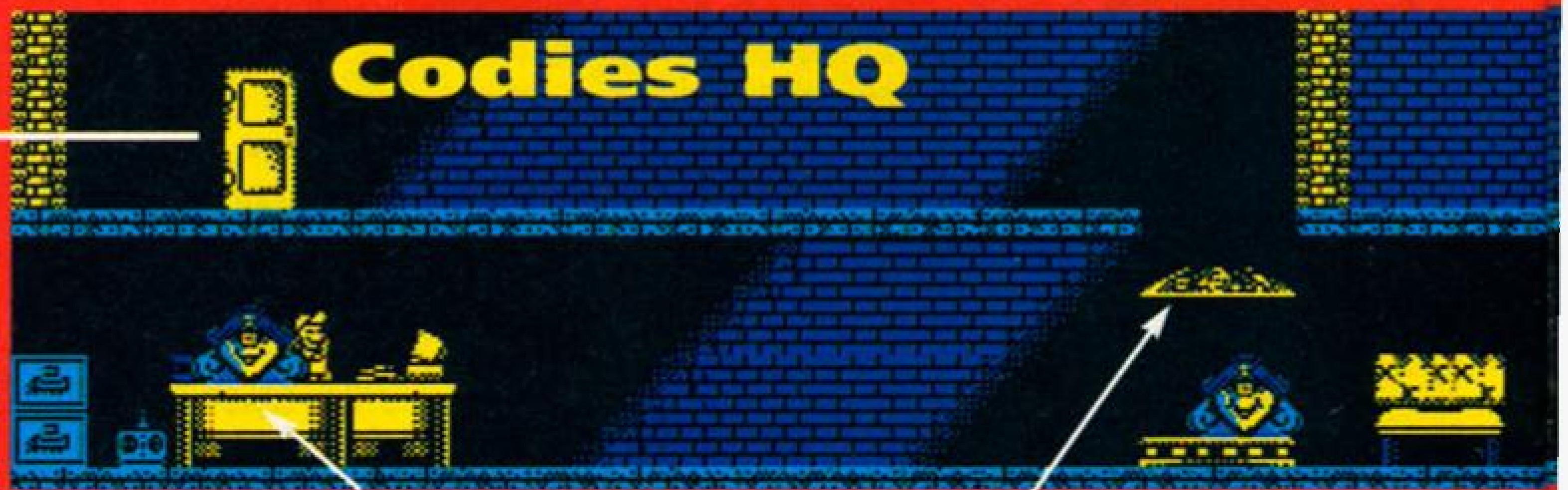


Oh look, it's the big red bus. Big red, eh? Sounds familiar but I can't quite place it. This is the resting place of the game genie.

Those legs! It can only be the jolly green giant. Ah, wrong again – it's CodeMasters press officer extraordinaire, Richard Eddy.



Swivel-eyed Seymour spots some magic seeds and a nice pot of manure to plant them in...



Clare's office. She's a bit peeved off 'cos the sink upstairs is blocked and it's stinking the place out. Maybe you can help.

Erm, a lift. Basically. Up you go and have a look in the darkroom. Ah – there's the smelly sink.

Wild West Seymour

CodeMasters ■ 0926 814132 ■ £3.99 cassette

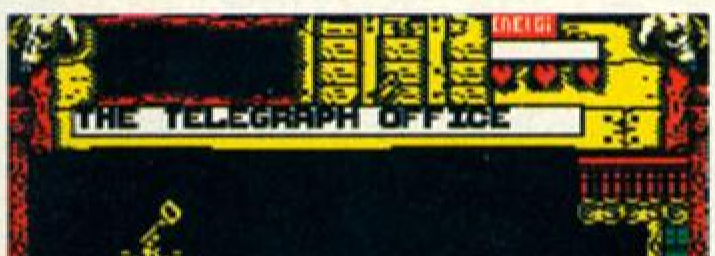
Let's get one thing straight right away – Seymour is the scariest mother of a lardball that there's ever been. And he's got a mouth. And teeth. (He is also possibly the only mother of a lardball in existence.) The loading screen alone is enough to scare any small children or old people who might just happen to be hanging around your Amstrad. It's small thanks, then, that this is the only extreme close-up you get of the lardy one, elsewhere in the game he's of a far more comfortable size.

If you've been good and read the last few copies of *AA* then you'll already know what *Wild West Seymour's* about, you'll also know what the packaging looks like, all the personal foibles of the programmers and exactly who Richard Eddy is. For *Wild West Seymour* had the honour of being the game chosen for an in-depth, month-by-month look at how a game is made – from the boardroom to the shop shelves. And now is the moment of reckoning, it's time to find out what you may suspect, but don't actually know yet – is it any good?

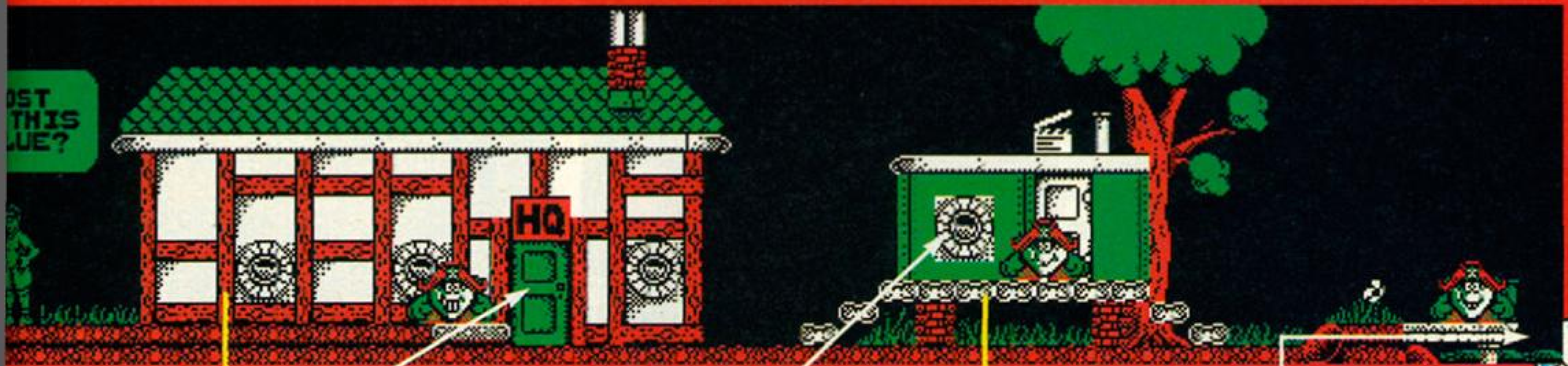
Before we go into that here's a quick rundown of the plot, just in case you missed the last five issues of AA. (*Nobody would be so stupid – ed.*) Seymour is a film star and he's about to start filming a new Western. The thing is, everything has gone horribly wrong. The film's missing, the microphones can't be found and the whole production has had to grind to a halt. This must be more than bad luck – this must be the work of El Bandeeto. (The baddie.) So before the film can even start, Seymour's got to sort things out.

There are four acts, or levels, to *Wild West Seymour* that see him travel across America, fighting Indians as they try to stop the train and halt Seymour's progress. One of the new features is the inclusion of a game genie. This little blighter holds the key to the next act. You've got to give him level codes and he'll let you pass. And that, basically, is the plot. Now onto the game. (At last!)

Three-year-olds seemed to manage *Seymour goes to Hollywood*, and no doubt they'll do just as well with this one, but some of these puzzles are darn tricky. What do you do with a film when you can't find a tin or a camera? What do you do with a battery when you know it won't fit into the microphone? If you can sort out puzzles like this then you'll love *Wild West Seymour* – it's full of 'em. If you hate the very thought of combining two disparate objects then you're probably not



In Wild West Seymour you are strongly advised to talk to anyone you meet. Now, a telegraph office should be full of people...



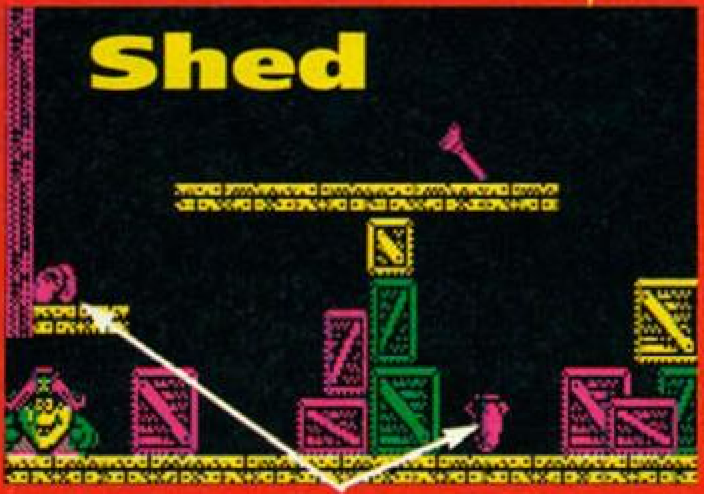
The Codies HQ. We'll have to have a peek in there later.

Al's shed, another place to have a good old rummage around in.

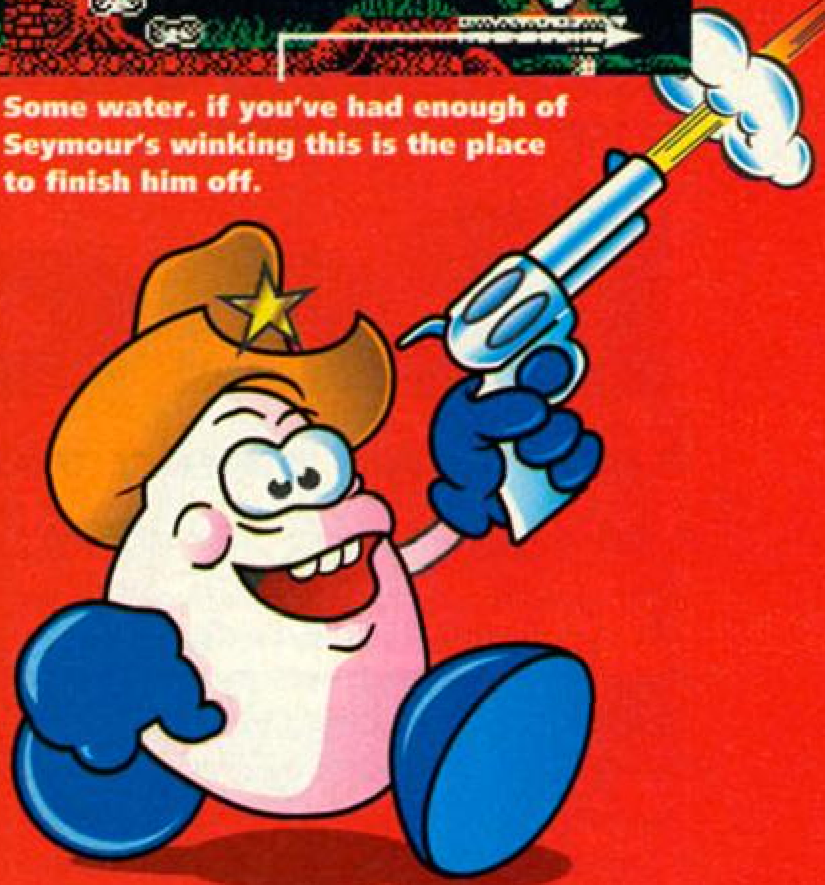
Some water. if you've had enough of Seymour's winking this is the place to finish him off.



Dave's office. There's plenty stuff for you to grab hold of around here.



Aha! Peering upwards, Seymour spots the elusive sink plunger. No need for a plumber now!



even reading this review. (So we'll ignore you for the time being.)

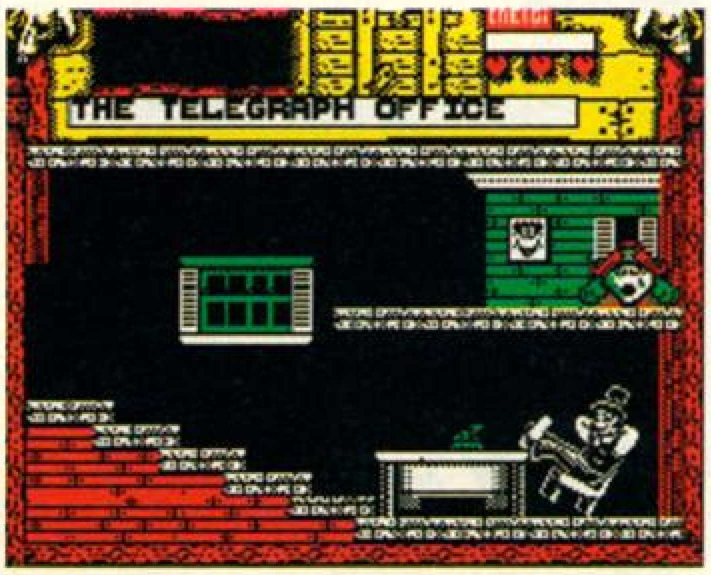
The puzzles are clever and, however smart you are, it'll take you a while to solve some of them. (No doubt the *Cheat Mode* pages will soon be full of tips!) The game's pace really does depend on how good you are, there's no time limit so you won't suddenly find yourself popping your clogs just as you're about to discover what the can of beans does. In fact, you can leave old Seymour balancing on a crate while you go off and have ea. When you get back, he'll still be there twiddling his thumbs and winking.

The graphics are very smart. Seymour, despite the fact that he's a scary mug, has been perfectly animated. You actually find yourself looking at him to see what he thinks you should do next. Spooky. My only quibble with the game is that the controls were a tad frustrating. After a while, it gets easier but, at first it can make you want to drown Seymour. (This is quite easy, there's some very handy ponds around.)

For some people the main drawback with this little caper is the fact that it's a Seymour game. There's no escaping that fact, and Seymour games, like Dizzy games, are pretty much interchangeable. There's a formula to these games, but it's a well-loved formula. People know what they like and a heck of a lot of them like these puzzley, collect-'em-up games. The fans will go mad for this, and those who loathe Seymour and games of this ilk will go on about how they're all the same game and the only difference between this game and the others is what the objects do.

But that's not really point. If you've ever read one *Famous Five* book, you're very likely to have read another. What you don't do is harp on about how they're all exactly the same and you always get the same people in them, and the adventure might be a bit different but it always works out all right in the end. Central characters, whether it be George and Timmy or Seymour and Dizzy have got to be consistent. It just wouldn't do for Dizzy to rush through New York warehouse laying waste to drug dealers, or for Seymour to suddenly develop a yearning to aim his crosshair at mercenaries. CodeMasters have stuck to their formula because they know it works. *Wild West Seymour* will be enjoyed just as *Seymour Goes to Hollywood* was enjoyed. Why? Because it's a game which will appeal to a great many games-players, and because it's a good game. Buy it!

Linda Barker



...But not today. If Seymour gets into really bad trouble maybe Sam the man will let him send a wire, or hide under the desk.



That Seymour, eh? What a pesky little lard-ball he is. Never mind, there'll be another train along in a few days.

VERDICT

GRAPHICS — 84%
It's colourful and cartoony and you can see exactly what's going on, thanks to it being in Mode 1.

SONICS — 88%
A real Big Country theme that'll have you whistling along in seconds. Very smart.

GRAB FACTOR — 78%
If you're good at working out what a battery pack is for then you'll be hooked straight away...

STAYING POWER — 82%
Seymour looks so snide that you end up wanting to drown the miserable little blighter...

It's a typical Seymour game and although it's all familiar stuff it's still a lot of fun. Frustrating at times, but fun.

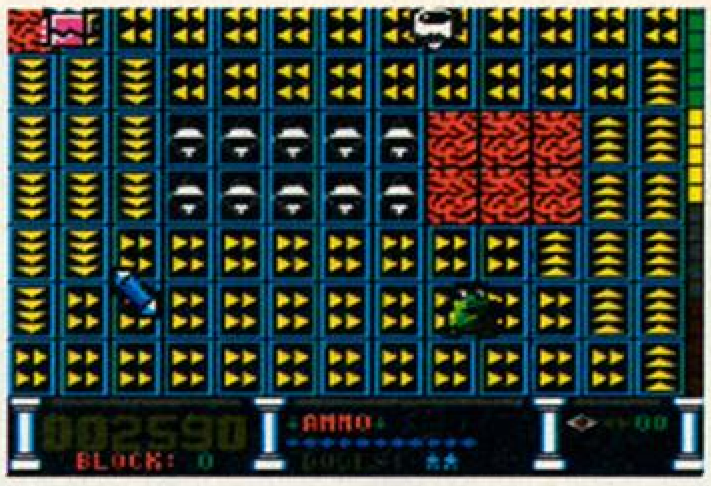
RATING 82%



Run, run! Well, roll, actually... with a funny kind of bouncing motion... anyway, you've got to reach that diamond.



These screens are horrible. Partly because we can't work out what you've got to do. Apart from die horribly, that is.



Ulp! Now this one is a poser. By the way, those warp blocks (bottom left and top right) are red (blue) herrings (blocks).

Reckless Ru

Alternative ■ 0977 797777 ■ £3.99 cassette

Rufus might be a frog. Or he might be a sprout. It really is a bit difficult to tell. One thing's for sure – he really is a prize dweeb.

His first mistake was sneaking aboard a mining ship as a stowaway, trying to save on his fare back to Earth. His second mistake was getting caught. His third mistake was having a body like an overloaded bladder. Which is why, presumably, he has to roll and bounce around instead of using his legs like any other normal person.

All this assumes a rather special significance, because Rufus has been beamed down on the to planet Killey to collect some crystals. Five, in fact. (Huh – easy!) On all 130 levels (Eek!).

The planet surface is a bit treacherous, though. You move from block to block to get to the crystals, but there are gaps to fall through, so watch where you're going. Sometimes there won't be a route round at all – which is why there are special blocks with numbers on. When you step off these into empty space, a new block appears beneath you. The number on the blocks shows how many new blocks you can get out of them.

So there's a bit of strategy involved, then? You bet. Because there are lots of rather tricky blocks you've got to know about, too. They can send you flying over gaps, reverse your controls, give you extra ammo, open up and let you fall through, carry you off on a conveyor belt... crikey, it's all a bit much until you've learned what they do.



And on top of that you've got these pesky aliens which whizz around, threatening to do you in (ah, so that's what the ammo's for!). You can either dodge these nasties or shoot them (press Fire and then aim with the joystick).

Basically, what you've got here is a neat mix of puzzling and arcade action. Sometimes you really do have to think very hard about how you're going to get those crystals. Not easy when you're fighting off horribly alien things that look like mutants from a lego box.

Er yes, the graphics are a bit blocky, actually. But they're nice and colourful. It's just a pity they have to chug around as slowly as they do. It makes the whole control method (keyboard or joystick) dodgy and vague, which is the last thing you want when you're trying to dodge/shoot enemies.

The sound is... well, pretty

What a load of blocks

Rufus features 24 different types of block! Some are good news, some are bad. And some of them are in this here screen shot, together with a description of what they do...





When you see those molecules bobbing about you know a monster's going to materialise soon.



Crikey, part II on side B? This is one BIG game. We still haven't decided what manner of creature Rufus is...



See that arrow block two blocks to your right? That'll bounce you two squares in whichever direction it's pointing.

ufus

normal really. There's a jolly tune to listen to (which you get a bit tired of after about a million plays) and some OK sound effects. Well, they tell you when you've scored a bonus or shot something, anyway.

Reckless Rufus is a rather good little puzzle game. Fighting off the monsters is frustrating rather than challenging, but it keeps you on your toes. And it's a huge game, too. How huge? Well, there are 130 screens (with passwords every ten levels, just to cut down on the frustration a bit), and between them they take up both sides of the tape (the second half of the game has to be loaded from side 2). That's big.

On top of that, some of those screens are so weird and tough that they're almost games in themselves. In terms of playing time per pound, *Reckless Rufus* is stupidly good value for money.

Rod Lawton

VERDICT

GRAPHICS 72%
Bright 'n' colourful, but they don't exactly rush around. A bit too sluggish for comfort, basically.

SONICS 70%
A happy little tune sends you bouncing on your way, and various jingles, bleeps and raspberry sounds.

GRAB FACTOR 88%
You can see what you've got to do straight away... if only the controls were a bit snappier, though.

STAYING POWER 92%
Are you joking? With 130 infuriating but addictive screens, you'll be playing this when you're old and grey.

It looks pretty, it sounds good, it's addictive and it's huge. If only it moved a bit faster.

RATING 83%

One step at a time...

...well, a few steps actually. There is a time limit, but it's a pretty easy one. And since one mistake costs you a life, it makes sense to take your time. This here screen is Level Two, and already you've got to get your thinking cap on. For a start, there's more than one way round the screen... but which is the safest? And can you really collect the diamond in any order, or is there one you have to leave 'til last?



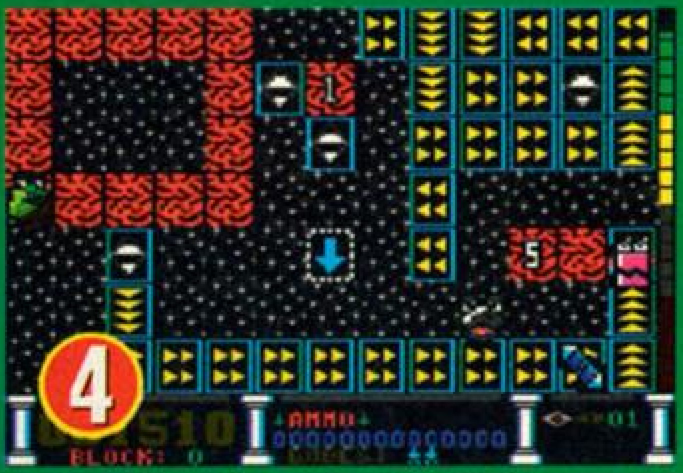
Right then, what are we going to do here? That '2' block to the right will take us to the next one – just. Oh, and mind out for that pencil-thing heading your way.



Made it! Now, do we go to the right or downwards? Right's a bit of a dead loss, actually, so we'll head downwards to that juicy-looking '3' block.



Eeeek... look out for that fierce chomping thing to your right! Luckily, it's as thick as a brick and it's heading off in a completely different direction. Let's go left.



Wallp – first diamond collected. We can pick up the next one as we go back the way we came. Don't head down to those arrow blocks, though, whatever you do.



Go it! Now go back up one square and head to the right. You could follow the arrows round, but you'd leave yourself having to use that jump block.



Easy peasy. We'll just do a one-block detour to pick up that diamond to the right, then use that '1' block to reach the arrow blocks...



Only one more diamond to go! As soon as you get on to those arrow blocks you're carried automatically round in a spiral to that last diamond.



And we're on our way! All you've got to do now is shoot any nasties that look like they're heading your way. That was the easiest route through this screen.

You need never waste £3.99 on a crap budget re-release ever again – ADAM PETERS presents part one of a three part guide to every re-release game that you're likely to come across...

Action ▸▸ replay

RUNDOWN PART 1

3D POOL
Kixx • 82%
Freescape style 3D graphics combines with highly addictive gameplay to form the best snooker/pool/billiards game you can get. It's quite hard to get as well lined up for a shot as you'd like, but this is still supremely good fun.

4 x 4 OFF ROAD RACING
Kixx • 21%
Flawed racing game. The courses are very monotonous with loads of dull obstacles (rocks and cacti, mainly) and very few other cars. Gets very boring very quickly. Moral: avoid this game.

ACTION FIGHTER
Kixx • 35%
If you're the sort of person who switches on the computer when you feel bored, you'll want to avoid *Action Fighter*. Playing this mixture of blocky graphics and repetitive shooting action (based on an ancient coin-op) will just make you even more bored.

AFTERBURNER
Hit Squad • 80%

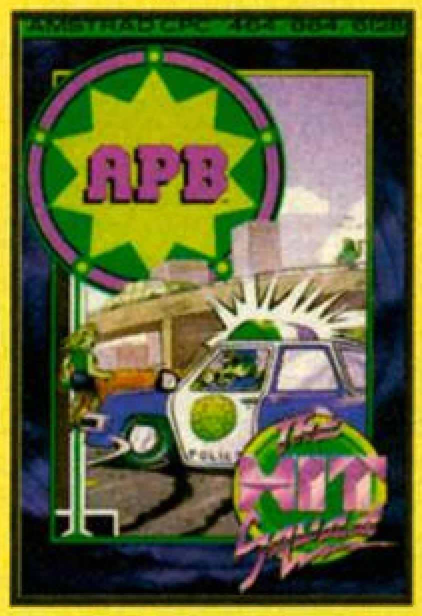


A competent conversion of the popular arcade game. Your plane is viewed from the rear, you get the standard gunsights and missiles, and there's plenty of opponents to blast out of the sky. A bit repetitive, but fast and frantic enough to make up for that.

AIRBORNE RANGER
Kixx • 84%
A game that has led to many a disagreement. Some think it's poo, others think it's brilliant. We think it's brilliant. Your little man runs round a 3D wintery wasteland with a gunsight in front of him and plenty of foes to shoot at. Very virtual worldy.

ALTERED BEAST
Hit Squad • 14%
The game that had many Megadrive buyers crying into their wallets. *Altered Beast* is possibly the most crap beat-em-up coin-op convo ever. Yeuck!

APB
Hit Squad • 46%



One of many half-baked coin-ops that Domark thought (wrongly) it would be a good idea to convert to home computer formats. The controls are tricky and it soon gets dull. The multiload is a complete frogger. Aaagh.

ARKANOID
Hit Squad • 81%
Way back in the mists of time came this, a brilliant *Breakout* clone. It offers 32 levels of mega simple, but still mega taxing and mega addictive, bats and balls bouncing into walls. Ace.

ARKANOID 2 – REVENGE OF DOH
Hit Squad • 75%
If a game's worth doing, it's worth doing twice. More *Breakout* action, with some even trickier screens. A couple of little bugs spoil things a bit.

BADLANDS
Hit Squad • 31%
A pretty uninspiring *Supersprint* game. The car's too easy to control, the opponents are crap, the hazards are a pain in the neck, and the game overall is what we would term 'a bit dodgy'. You might like it, but you shouldn't.

BARBARIAN
Kixx • 78%
A pretty nifty fantasy world combat game with wonderful animation. This is Palace's *Barbarian*, not to be confused with Psygnosis' *Barbarian* (which is the same sort of thing but with less snazzy graphics).

BARBARIAN 2
Kixx • 90%
Simply the best animation ever on the CPC – it's both gruesome and funny. Chop off monsters' heads and watch the blood spurt! (You'll be laughing too much to be turned into a homicidal maniac by it.) Brilliant hack-em-ups are very rare, and this is the brilliantest of the lot. Well wicked.

BATMAN THE CAPED CRUSADER
Hit Squad • 69%



Dated graphics and two (similar) adventures for the price of one. Battle the Penguin in adventure one and the Joker in adventure two. A collect-em-up arcade adventure that's fun while it lasts.

BATMAN THE MOVIE
Hit Squad • 94%
"Don't believe the hype!" shouted Public Enemy, a bunch that normally know what's what. Their slogan don't apply in the case of *Batman the Movie* though – the game was hyped to bits, but it also happens to be one of the best platform games of all time. With bat-ropes to swing from and bat-boomerangs to throw, there's big fun to be had here.

BLASTEROIDS
Kixx • 65%
The best commercial *Asteroids* clone, with three different ships (fast and weedy, medium, slow and powerful) and a big zone to travel through. It's nothing out of the ordinary, but it's fun enough. A modest recommendation.

BOXING MANAGER
GBH • 58%
It's a management game, which is not a good sign, but it's a fairly reasonable one. Good fun for any analysts of sanitised beatings. You know who you are, you young ruffians, you. (*What? – ed.*)

BUBBLE BOBBLE
Hit Squad • 72%

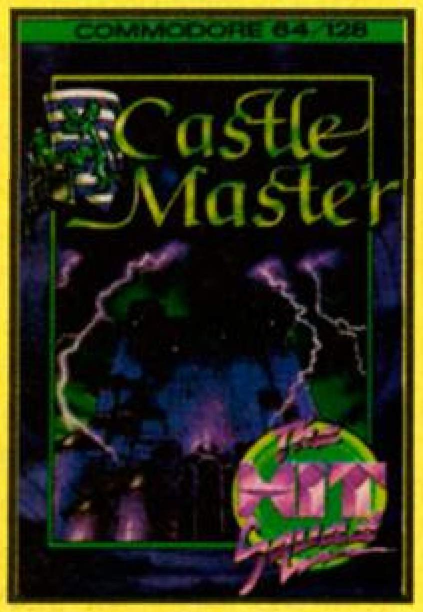


Nobby graphics slightly mar a reasonably fun single screen platform game. Blow bubbles at the baddies, then burst them to wax the old twigs. They turn into food, eat the food, become much healthier, get a job in a gym. Easy. Well worth purchasing.

CABAL
Hit Squad • 65%
Suicidal heroes, we got 'em. The star of *Cabal* takes to standing out in the open with an entire enemy army taking pot shots at him. An *Operation Wolf* style gunsight is also present. It's very samey, but if it's a few minutes of blasting action you want, you could do far worse.

CALIFORNIA GAMES
Kixx • 32%
The last of the Epyx multi-sport games. Some peculiar sports (hacky-sack foot-bagging?). They require practice, but have you got the patience? Six small blobs of gunk does not a vegeburger make. Easy to tire of.

CASTLE MASTER
Hit Squad • 85%



The most recent of the *Freescape* 3D exploration games. There's a fair bit of dull walking involved, and many gameheads find these games pretty boring. It's impossible to fault on the technical side though. Once you get into it, you're hooked. Neat.

CHASE HQ
Hit Squad • 88%
You're a copper in a car chasing criminals and ramming them off the road. A popular police tactic of recent times. (Oops, bit of politics.) A brilliant drivie conversion, with loads of speed and a mission as well. Fab.

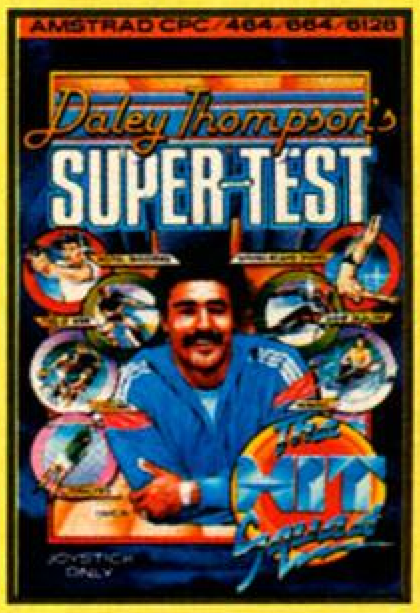
CRACK DOWN
Kixx • 83%
A split screen game of bomb priming. Race around a maze, get shot by guards, shoot back at the guards, find some bombs, set them off, get out of there before the whole place blows up. It gets even more manic in the two player mode!

CYBERBALL
Hit Squad • 71%
Futuristic American football game, played by robots. It moves incredibly slowly, but US footie

fans will love it. There's loads of different plays (multiloaded in batches of three). A fairly good game – if only it moved faster.

DALEY THOMPSON'S OLYMPIC CHALLENGE
Hit Squad • 32%
One of the hordes of Daley Thompson decathlon games that appeared a few years back. This is one of the best (which isn't saying much), with fitness training and footwear selection bits to waggle through prior to the actual Olympics bit. The ten games look familiar – basically this is just *Daley Thompson's Decathlon* tarted up a bit. Poor.

DALEY THOMPSON'S SUPERTEST
Hit Squad • 19%



The last of the Daley games. Why bother? More irritating joystick destroying 'gameplay', this time with extra added crapness. A game that should have been drowned at birth.

DOUBLE DRAGON
Tronix • 46%
There are plenty of crap beat-em-up coin-op convos around, and here's one of them. You can pick up clubs and hit people with them, but frankly I wouldn't bother. Tiresome, repetitive, the sort of game that puts the 'crap' in 'crap conversion'.

DOUBLE DRAGON 2
Tronix • 27%
The second *Double Dragon* game has the dubious honour of having make the first one look (a bit) good. It's more of the same but even worse. God help us all.

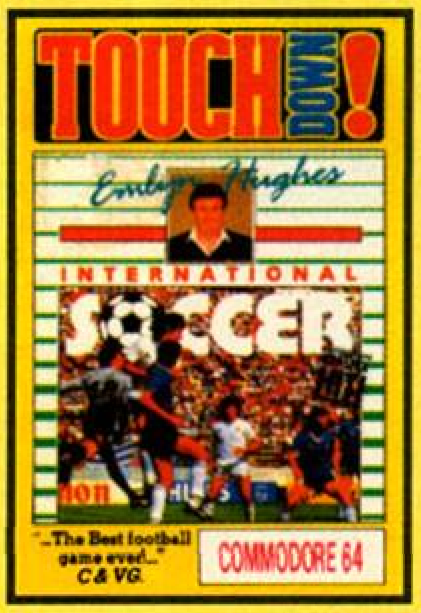
DRAGON NINJA
Hit Squad • 54%
Hands up who thought this game was called 'Bad Budes vs Dragon Ninja'. It's bad 'dudes', dudes. It isn't just the typography that is dodgy, this is another mediocre beat-em-up. It's playable in a basic sort of way, with two horizontal levels to jump between and plenty of enemies to massacre.

DRAGON SPIRIT
Hit Squad • 70%
At last, an opportunity to play, rather than slay, a dragon. *Dragon Spirit* is a hectic, and quite enjoyable, vertically scrolling shoot-em-up. It gets predictable after a while, but it's fun enough to maintain your interest. It's OK, basically.

DRAGONS OF FLAME
Kixx • 69%
The sequel to *Heroes of the Lance*. There's a lot of boring walking along identical looking corridors involved, and the combat is your standard beat-em-up fare. Too dull for gameheads, too mindless for adventureheads. *AD&D* fans will no doubt love it. Us? We fell asleep.

DRILLER
Hit Squad • 81%
The first *Freescape* game, set on a moon in deep space. There's gas leaks a-plenty to plug up. The virtual realty style graphics look a bit primitive compared to recent *Freescape* games, but fans of the genre will love it. Sonics by the winner of an *AA* competition!

EMLYN HUGHES INTERNATIONAL SOCCER
Touchd'n • 94%



Arguably the best CPC footie game ever (*Italy 1990* runs it close), *Emlyn* hass both strategy/management and arcade sections. The arcade (match) section is a tad slow, but so playable that the speed don't matter. Respect is most definitely due. Footie fans *must* own this game!

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS
Hit Squad • 46%
Well loved by a whole host of games reviewers who mistake a clumsy control method for eccentricity, *Escape* is actually quite crap. Sure, the 3D game zone is quite fun to explore, but jerky scrolling, blocky graphics and tiresome gameplay soon get the better of you. Not sad, just a little under the weather.

F-16 COMBAT PILOT
Action 16 • 90%
Probably the best flight sim you can buy. Six missions to fly through and more controls than you could possibly know what to do with. This is one *serious* mother of all flight sims, not just your average aerial shootie. Also available on disk for £9.99.

FLIMBO'S QUEST
Kixx • 68%
Fancy a cutesie platform game? Here's one. (And it's not available on the other 8-bit formats, ha ha!) There's plenty of exploring to be done, and whilst it does get a bit samey after a while, it's quite good fun. Not 'big fun', but 'moderately sized fun'.

FOOTBALLER OF THE YEAR 2
GBH • 52%
Less than impressive football game, more strategy than arcade action (though you do get to shoot at goal, penalty style). There's a really silly gambling section which you use to raise money to buy goal cards, and... well... it's all a bit crap really, to be honest.

FORGOTTEN WORLDS
Kixx • 86%



Yes! If it's blasting you want, you want *Forgotten Worlds*. This horizontal scroller is packed with enemies. Tons of them. It's very tough, but the power ups you can buy are seriously wicked. Fireballs everywhere. Major action. It's great.

GHOSTBUST-S 2
Hit Squad • 90%
You start off travelling down an airshaft, waxing ghosts. Then you go walkin' down Broadway, guiding the Statue of Liberty. Then you face off with Vigo the Carpathian down at the museum. Sounds like a load of dog droppings? Well it's actually one of the fabbest movie licences ever. Spot on gameplay plus beaut graphics – a winning combination.

GHOULS AND GHOSTS
Kixx • 58%



The graphics are crap. The gameplay (run, jump, duck, shoot) is slightly better. It's fun and quite addictive, but you'll need a bottle of Optrex by your side (the graphics are that bad).

GOLDEN AXE
Tronix • 43%
A small person with a big axe, wandering round a fantasy landscape, chopping up various horribly coloured monsters. Sounds like fun? (No.) Well it isn't. It's just a boring old hack 'n' slasher. Yawn.

GRYZOR
Hit Squad • 77%
A shoot-em-up with plenty of power-ups and a few platforms to add to the appeal. It's hard to see exactly what's happening (all the bullets are the same colour) but it's quite good fun. Phil Howard loves it.

GUNSHIP
Kixx • 87%
A flight simulator with a bit of a difference: you're in a helicopter. It's easy to get into without having to refer to the manual, with plenty of advanced featured for advanced simulatorheads. Lots to do, loads of features, a brilliant game for People Like That.

HARD DRIVIN'
Hit Squad • 80%
The most realistic drive-em-up ever, featuring *Freescape* style 3D graphics. Let's be honest: you're not exactly going to wet your pants with excitement (it's all very slow and lacking in real action) but this is very good for what it is.

HEAD OVER HEELS
Hit Squad • 44%



Head over Heels was a legend in its time. It scored 95% on its April 1987 release. In October 1992 it looks decidedly bogus. Pretty enough 3D graphics, plus loads of pathetic hazards, boring exploration, and stupid bits you get stuck on and consequently give up on. Very poor.

HEROES OF THE LANCE
Kixx • 84%
The first CPC *Dungeons & Dragons* game is still far and away the best one. There's all the usual stuff about combat modifiers and so on, and a lot more to get excited about on screen than in the sequel *Dragons of Flame*. Not at all bad.

INTERNATIONAL KARATE +
Hit Squad • 71%
Way of the Exploding Fist version 34. *IK+* is a single screen punch 'n' kicker, with a brilliant two player (two against one) option. Better than the average beat-em-up. A golden oldie, even.

IMPOSSAMOLE
GBH • 61%
Everybody's favourite mole from the dawn of (computer) time makes a brief return to the monitor screens. Not as pathetic as other returns from the grave (cf all those crap late '70s punk bands who've been dragging their zimmerframes round Britain this last year), *Impossamole* is an average platform game. Very big, but so difficult you may well kill your cat out of frustration (be warned, cat owners).

GBH • 0742 753423
Hit Squad • 061-832 6633
Kixx • 021-625 3388
Touchdown • 0268 541126
Tronix • 081-960 2255

Cheat Mode

Mind yer backs! Here's PHIL HOWARD with a sackful of maps, tips, cheats, pokes, dreaful jokes and more. Write to: CHEAT MODE, Amstrad Action, 30 Monmouth Street, Bath, Avon BA1 2BW.

Castle Master II - The Crypt

£10 WINNER

David Draper of Lowestoft, who gave us the *Sphinx Jinx* solution a few months back certainly likes his *Freescape* games. This time he has solved the final *Freescape* frolic *Castle Master II – The Crypt*, and come to the aid of all those hapless adventurers stuck down in the dungeons. (Bit like trying to get a train on the Northern Line.) If you can't finish it now, maybe you should pack it in!

1. Open the Chest in front of you and take the key in it (Crypt). Open the casket across the room. U turn (U), look down and shoot the mouse which is draining your energy. Unlock door (A), and go through the "Crypt Corridor".

2. Move directly forwards through the far door into "Tantalus".

3. Open casket, and shoot the mouse. GO over to the block and push it (A). Then go back to "Crypt Corridor", cross diagonally to far door and go through to "The Mouse trap".

4. Stand behind the table facing the chair. Get the food (A), then shoot the table and then shoot the chair (*crush that furniture – ed*). Go out across the corridor to "Last treasure".

5. Climb up the blocks, move to edge of higher block, and get the Key (Belanus) on the wall above the large block. Push both small blocks into the wall and then go back to "Tantalus"



The Crypt is a scary old place. Unless you've got this full solution to hand...

6. Climb up the blocks and get the food.

7. Go to the locked door at the end of the "Crypt Corridor", unlock it and enter "Belanus".

8. Get the treasure, and go forwards through the door to "Pothole".

9. Push block away (A). (You can only do this if you have a strength rating of Strong or above.)

10. Go through the revealed door to the steps Level 6. Get the food. (from now on don't get any food if you have any more than 5 large weights on each side of the strength indicator.

11. Go up the steps to level 5, go through the door into the corridor, kill the mouse and go through the door.

12. You are on a walkway above "Ravine", make your way carefully along it (if you fall off you can't get anywhere, and have to quit!).

13. Go through the door to "The Tube", quickly move to the far wall, and go along the side of the wall. There is a small gap in the tube and you will climb through it. Change height to crawl and shoot the food that is draining your ➡

Covertape Pokes



Soccer Pinball: last month, the review – this month, the covertape poke.

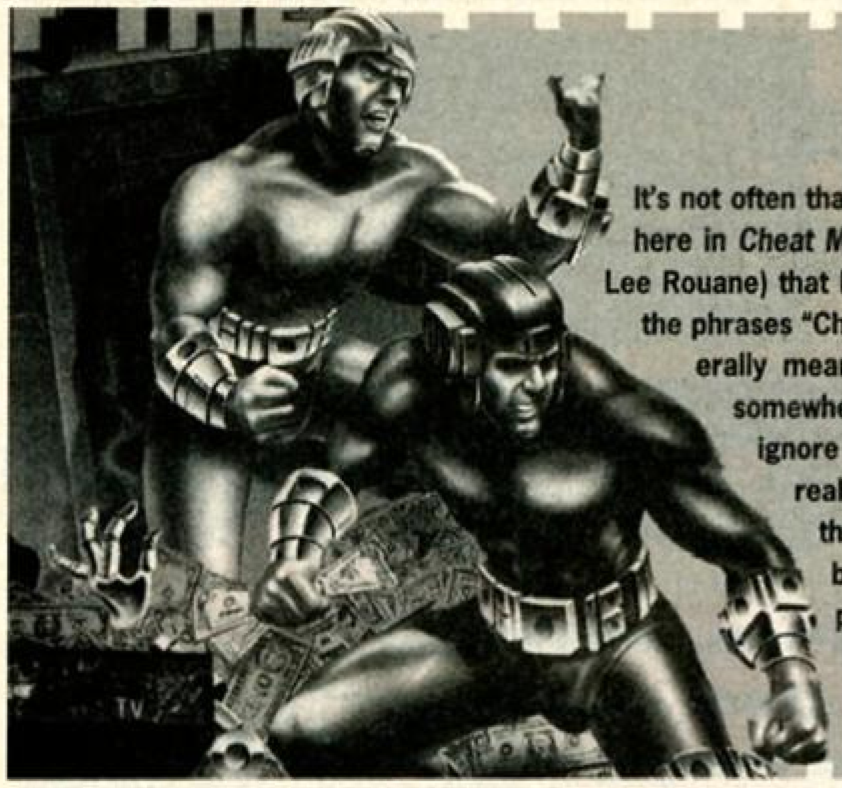
USING THE COVERTAPE POKES: Load the poke you want, then chuck in your game tape or disk (type IDISC in the latter case), then type RUN and the game should load with the poke in place. Hurrah!

JONQUEST.GS, BIFF.GS and SOCCPIN.GS

Graham Smith has been doing his very best on some more of the newest tape releases for you and come up with the following routines for *Jonny Quest*, *Biff*, and *Soccer Pinball*. On *Jonny Quest* you can select your skill level, *Biff* gets a slower energy loss and *Soccer Pinball* gets infinite balls.

DRAGON.AP, NAVY1.AP and NAVY2.AP

Andy Price has had a bash at a couple of Hit Squad re-released tape games this month. First up: *Dragon Spirit*, which gets infinite lives. Second up: the phenomenally difficult Spanish game *Navy Moves*, for which he has produced two cheats, one for each side.



TV Soap (Box)

It's not often that there is anything to get uppity about here in *Cheat Mode*, but it was pointed out to me (by Lee Rouane) that buried in the code for *Smash TV* were the phrases "Cheat on" and "Cheat off". Now that generally means there is a keypress cheat lurking somewhere, so armed with that, how could we ignore it? Anyway, it turns out that there really is (or was) a cheat routine built into the game, but for some reason it has been deliberately deactivated by the programmer (Boo, Hiss), a pretty mean trick I'd say. We know ultimately it's up to him (and Ocean) to decide, but after going to the trouble why not leave it so that every one can get the benefit?

So Nick Bruty (excellent, but mean programmer), the *Cheat Mode* jobsworth title of the month goes to you....

Just to put the records straight (if you own a multiface) you can poke A77E with C7 and A77F with EE to re-instate the keypress. Having done that whilst playing press "1","O","SHIFT","G" and "H" together to pause and turn the cheat on/off. It gives you invulnerability.

If you're into disk editing (don't mess unless you know what you're doing) change track 13 - sector 82 - 017E and 017F to C7 and EE, and the keypress is now a permanent feature.

energy. Change back to walk and go through the far door to "Lift entrance 5".

14. Shoot the chair. Walk around the corner of the room and drop down through the hole to "Lift entrance 6".

15. Shoot the chair. Shoot the padlock on the door and open the door. Stay in the room, go around the corner and into the lift. Go to the cupboard in the lift, shoot it and take the Key (Level 4) that is inside (You can't see it, Just "action" the cupboard. Select the top block on the lift panel, then the bottom block. Leave lift and go through the door around the corner to the "Lift Shaft".

16. Go around the lift and get the key (Level 2) which is lying amongst some small blocks, go back to the lift and select the third block up.

17. Leave the lift, you will be at "Lift entrance 4". Shoot the food under the rim of the table. Get the treasure and then go through the far door to "Ravine"

18. Walk along ledge until you get to big block. Push it over (A) so that it forms a bridge across the chasm. Cross the bridge and go through the door on the right. Shoot the mouse and go through the far door to the steps (Level 4).

19. Get the food if you need it.

20. Go up the steps to level 3, go to the far wall, turn around, change to crawl and you will see another key (Trapeze) against one of the steps. Get it and make your way back to the lift. Select the top block.

21. Leave the lift and you will be in a "Tunnel". Go through the near door, shoot the mouse, move through the far door into "Ravine", keep going until you arrive in the "Switch".

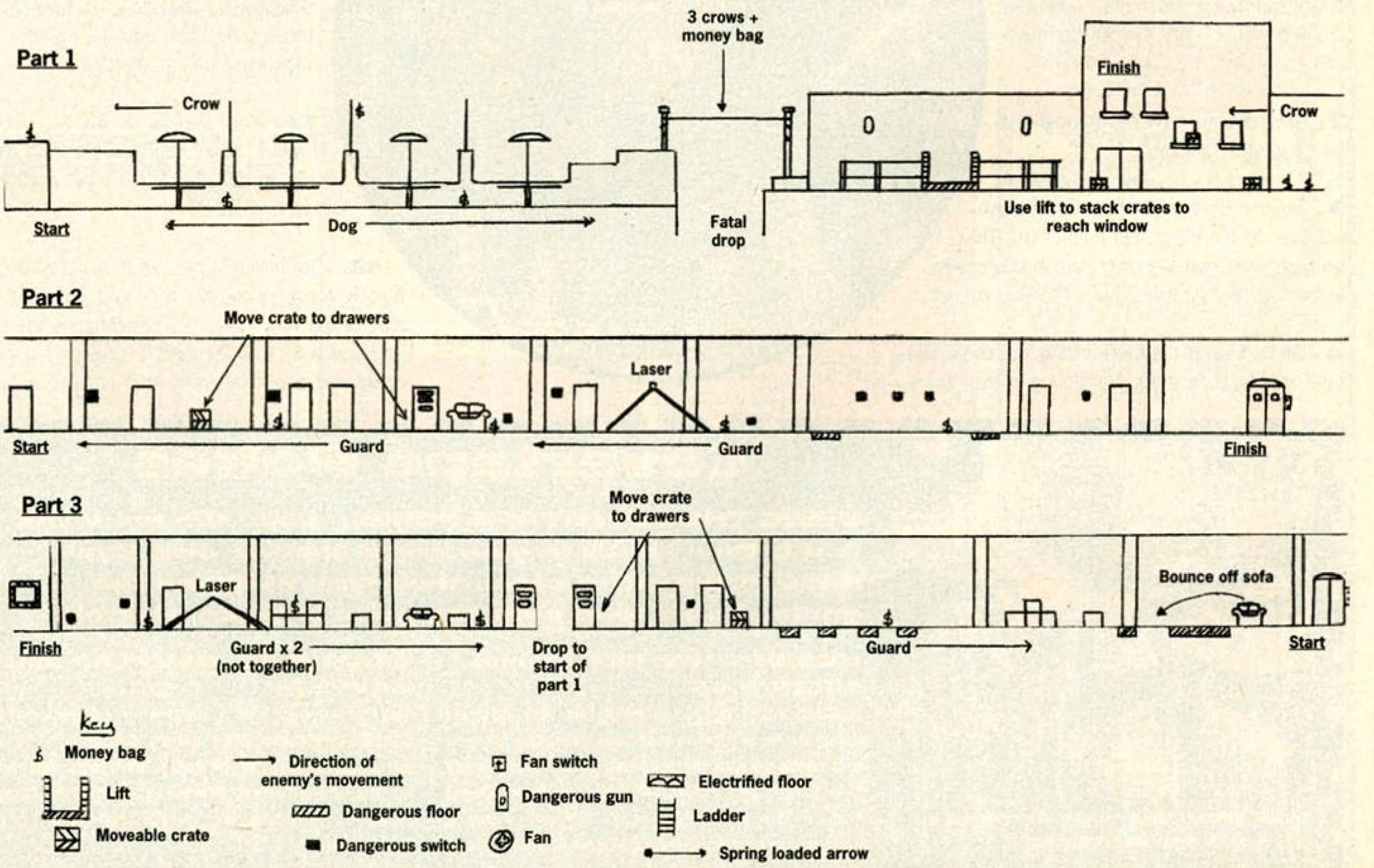
22. Turn 90 degrees to the right and shoot the block. Get the food if you need it.

23. Go over to the switch and hit it (A), then move swiftly to the door that appears opposite. Go through the door on to one of the ledges in "Pothole"

24. Drop off the left side of the ledge and you land on the ledge below. Get the key (Level 3)

Hudson Hawk: The map

Neil Pritchard maps out level



and go through the door on the ledge to "Epona"

25. Get the treasure and the food, shoot the padlock, open the door and go through.

26. Shoot the mouse and go through the far door to "Ravine"

27. Stay on the side you are on, go through the door at the other end, and back to the steps (Level 4).

28. Go up steps to level 3, unlock the door and go through the far door to "Nantosuelta". Shoot the block, get the food and the jewel then go through the far door to "No room".

29. Shoot the padlock on the door in front of you and open it. Go through onto the "Ravine", then again into a corridor, shoot the mouse and move on back to the "Tunnel". Go right down the tunnel to the lift. Go down one floor and make your way to the steps.

30. Go up to level 2. Unlock the door and go through to "Pillar". Shoot the block and get the food if you need it. Push the block in the centre of the room (A).

31. Go back to the steps, down one level and back to "No room".

32. Go down "No room" and open the door on the left (you don't need a key!). Enter "Stalactites" and push the block hanging from the ceiling. Go back to "No room" and through the door at the end on the left. Go to the "Tunnel" (across the "Ravine" and through a corridor). GO down the "Tunnel" and through the door so that you are standing on the roof of the lift.

33. Go across the lift and onto the ledge next to it. Get the key (Ground floor) then go back to the "Tunnel".

34. Go to "No room" and open the door to "Trapeze". Shoot the block in "Trapeze" and then go back to the steps (making sure you leave the doors open to make a bridge across "No room").

35. When you reach the steps go up to level 2 and then go to "Pillar". Stand on the pillars and get the Key (Yang). Go through the far door to "No room", cross the make-shift bridge to the "Ravine". Go across "Ravine" to "Rat trap".

36. Shoot the block and then stand just within reaching distance of the key (If you get too close you get caught in the trap!). Get the key (Treasure chest) and the trap should land in front of you.

37. Go back through "Ravine", "No room" and "Pillar" to the steps, then up to "Lookout post".

38. Go through the door on the right to "Kerborus"

39. Shoot the heads of the dogs, first the left, then the right, then the middle.

40. Fire on each head until it falls off. When all heads are felled your energy will stop draining.

41. Go back all the way down to "Last treasure" (right at the beginning of the game). Open the chest, take the key and the food, go back to "Kerborus" get any food on "The steps" that you left on the way.

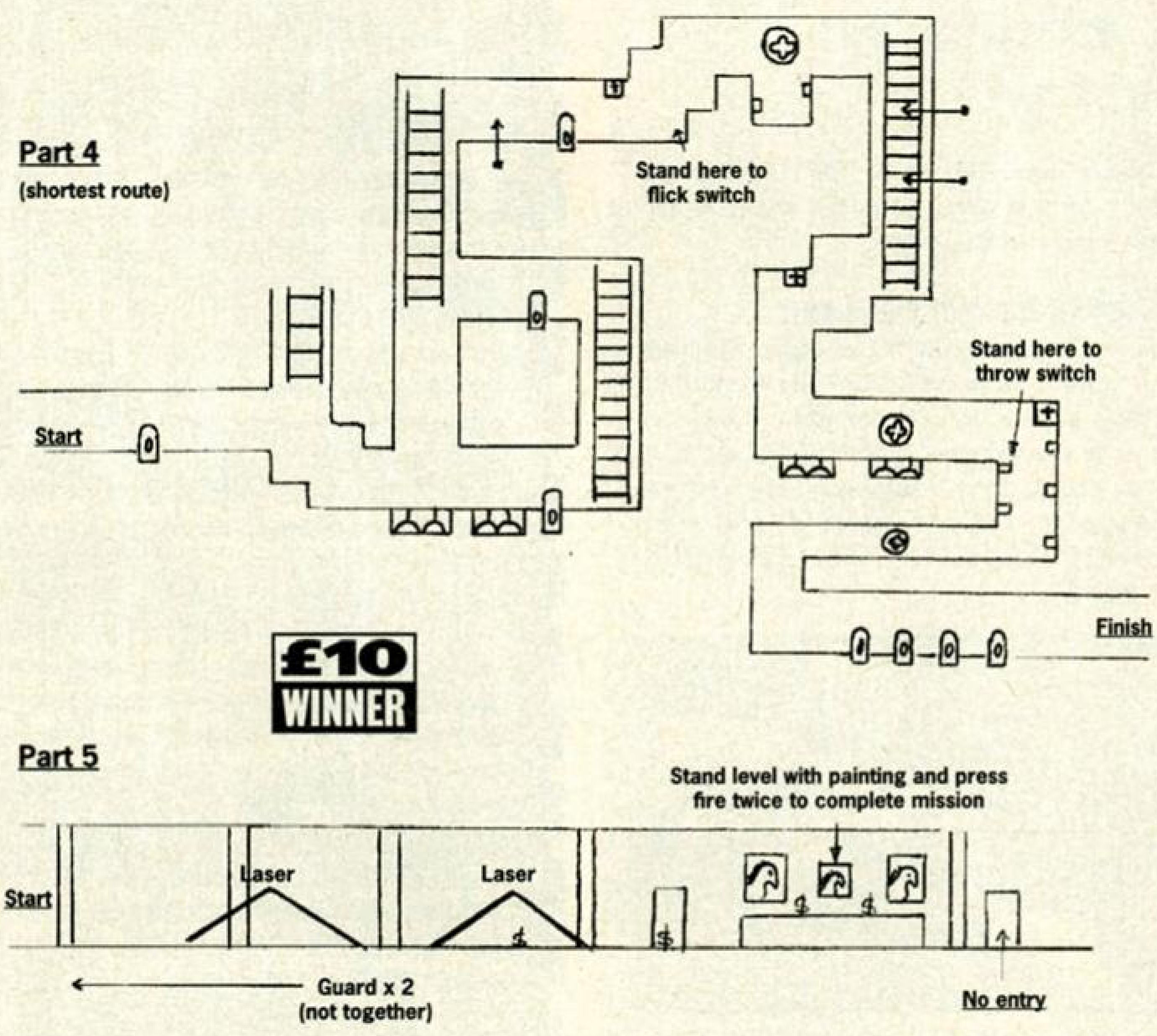
42. Once in "Kerborus" go through to the "Gatehouse" and unlock the door to "Spirits abode". Go through and kill all 5 nasties.

43. Go through the window out into the "Wilderness". Turn to face the front of the castle, and shoot the block next to the drawbridge and the drawbridge will fall.

44. Go back to the "Gatehouse" and then out into the "Wilderness".

45. You've completed *Castle Master II!*

one of Ocean's ace licence. Levels 2 & 3 soon, we hope.



Emlyn Hughes International Soccer

It's not often that we have footballing cheats in *Cheat Mode* but the games are very popular so here by popular demand is a set of tips from David Wallis of East Sheen for *Emlyn Hughes International Soccer.*

PLAYERS Usually nos. 8,9 and 11 are the most dangerous strikers – they score the most goals. Don't change the factors of players, it makes little difference to the performance.

FREE KICKS, THROW-INS ETC. When you have a throw-in, stand on the touch line a few centimetres away from the thrower, press Fire with the joystick in the central position (if it's not it won't work!). Move forward – you should have confused your marker and have the ball. To speed up taking the throw in, free kick etc, press Fire once with the joystick in the central position.

PENALTIES You rarely get a penalty, but if you do, know how to put the ball into the net. Don't let the computer automatically take it. It makes a feeble attempt which is easily saved. To score a goal, a small chip shot is best.

GOALS If you get close to the goalkeeper he will bend down for the ball. When he does, chip the ball over his head and it will go into the net –

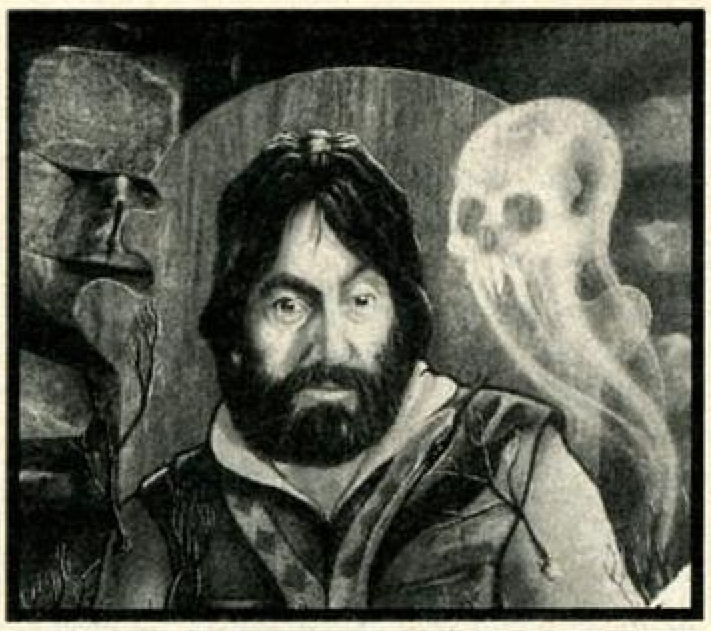


The best footie game ever gets tipped to bits by Dave Wallis. Cheers Dave, mate.

this works every time. To do a successful chip shot, keep running until you see the semicircle of the opponents penalty area, then immediately chip the ball as best you can. If you are on the right of the penalty area (near the touch line), run a few centimetres and press Fire and Up then release Fire – you should score.

WINNING When you are winning, press SHIFT and V followed by SPACE. This "fast-forwards" the half, so you can complete the period.

PLAYERS' FITNESS Try to postpone the game as long as you can, this gives the players fitness points, which help a lot.



Cheer up Rod. (It's not me, it's the KNIGHTMARE inlay.) What's that behind you, Rod? (It's frogging not me, you twigs.)

Knightmare

I'm possibly poaching stuff from the Balrog's page by using this solution for *Knightmare*, sent in by clue spotter Luke Hayward of Wells, but let's risk it anyway (I have had a number of requests for help) – the worst that could happen is that I get turned into a frog… Ribit, Ribit.

1. Give the old man the food and water, then ask him and he'll give you a spade.
2. Take it and go east, dig, then go south then east, then south.
3. Get the sword and slash the guards
4. Go south and solve the questions.
5. Get everything and go west.
6. Find Merlin's outer sanctum and solve the puzzle.
7. Go south and get everything.
8. Get out of the inner and outer sanctums.
9. Guzzle the potion and go to the Skullery.
10. Spell Casper and go south.
11. Solve the puzzle, get everything, go north and then west.
12. Give the maid three spheres of gold and nick her locket.
13. Get the fat from the kitchen and go to the dungeons.
14. Dig around the ground to find the pitch
15. If its not on one screen look in another, you will find it.
16. Once you find it go to the king.
17. Go north and through the trapdoor.
18. Go west and throw the pitch, fat and locket at the dragon
20. Before you can say "*AA* is Brilliant" (crawler) you've completed the game.

CHEAT REQUESTS
Looking for a poke, tip or keypress cheat for a particular game? Write to CHEAT REQUESTS at the usual address.

Keypress cheats A-plenty

Mission Genocide

Steven MClellan of Maryhill in Glasgow has a keypress for an old Firebird game, *Mission Genocide*. He suggests that when the game has loaded press CAPS LOCK and then the keys QED plus any number between 1 and 9, you will hear a bleep, press Fire and you will be taken to that level.

Turbo the Tortoise

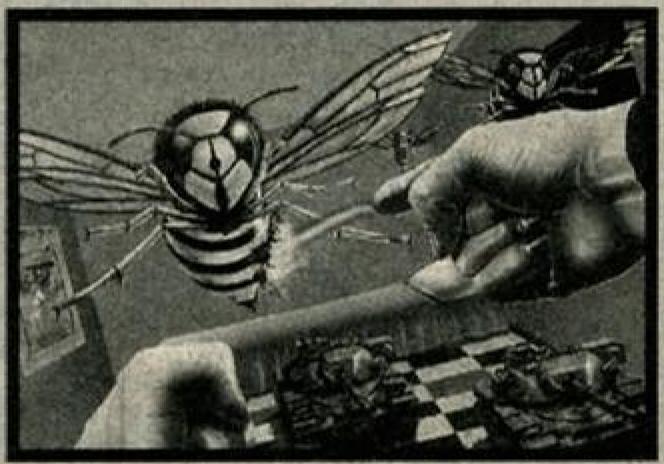
£10 WINNER Nathan Pearce of Abersycham in Gwent is pretty excited about the keypress he has recently found for Hi-Tec's *Turbo the Tortoise* – For Invulnerability, infinite lives and everything else hold down the keys T,U,R,B,O,1. Well done Nathan.

Forbidden Planet

As a parting shot (he's gone and bought bought a Sega Master system – traitor!) Stephen Matthews of Kings Lynn has supplied a number of words you can type into the hi-score table of the covertape game *Forbidden Planet* – you don't actually get a cheat for your trouble but they are worth a look. VERSION, LASER, HELP, DESIGNDESIGN, PINBACK, DARKSTAR, MON, CORWENCH. If you type in any bad words, you deserve all you get! Don't say we didn't warn you.

Exterminator

New kid, Alastair Smith of Heckington has been making his mark in the world of the Amstrad by spotting a cheat for *Exterminator* – pause the game by pressing "H" then hold down the keys W,S,D and C. Then a completed blue row will appear on the floor and you will be taken to the next room. Well Al you're no longer the new kid in this block!



The sight of a wasp in the AA office is a signal for Lam to hide under the table and Adam to jump out of the window.

HELP

Looking for a helping hand in a game? Trying to get hold of an old game? Gallantly placing your expertise in a particular game at the disposal of your fellow readers? Then this is the column for you. Send your Helpline entries on a postcard or sealed-down dachshund, to:

GAMES HELPLINE
Amstrad Action
30 Monmouth Street
Bath, Avon BA1 2BW

Help! I need the *Cybernoid II* keypress or else I will go mad.
Matt, 0702 522977 (after 4pm)

Looking for an old utility prog, *Biorhythms*, for a research program. As a listing or a disc, will purchase if need be.
Terry, 0903 504383 (after 7pm)

Please can you tell me how to get past the tower drawbridge and rear entrance in *Prince of the Yolk Folk*.
Claude-P, 0902 454780

Wanted: any keypress or multiface cheats for *Magicland Dizzy*. Help offered on all Dizzy games except *Spellbound Dizzy*.
David, 0337 28003 (4.30pm-8pm, weekdays)

Wanted: covertape containing *Balldozer* and demo of *Switchblade*.
Audrey, 0346 7756 (after 4.30pm)

I need *Prince of Persia* (disk) desperately.
Richard, 0240 64311

Games wanted: *Bloodwych* and *Heroes of the Lance*. Will swap for *Myth*, *Midnight Resistance*, *Rock Star* and others. Help wanted on *Sim City*.
James, 0233 632867 (after 3pm)

Wanted: *Lemmings*, *North and South* and others (preferably on disk). Will swap with *Soccer Stars*, *Wrestlemania* and loads of others.
Neal, 0602 734438

Wanted urgently: *Back to the Future*. Swap for *Hunt for Red October* or others.
David, 0204 861324

Will swap *Ghouls 'n' Ghosts*, *Rick Dangerous*, *Turrican*, *Ballcrazy*, *Bionic Commando*, *Xybots*, *Forgotten Worlds*, *Myth* and *Wonder Boy* for *Hero Quest* and *Hero Quest* data disk (tape). Also wanted: *Feud*.
Andrew, 081-390 3680

Help wanted on *Platoon* I cannot find my way out of the tunnel network, has anyone got a map? I can offer help with *Dizzy 1, 2, 3* and *4*.
Sean, 0532 441386

How do I get the pearl in *Mermaid Madness* without getting trapped?
Paul, 021 580 0458

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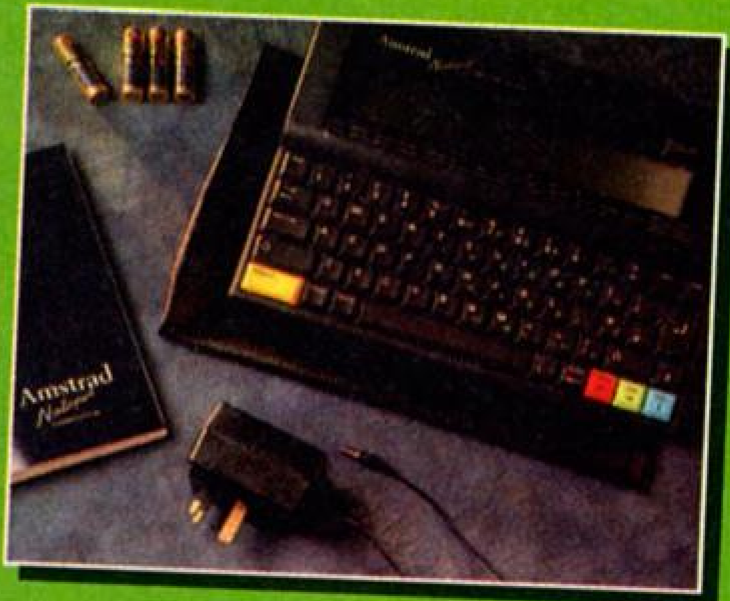
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● **Reader calls:** We regret we have to restrict reader calls to Tuesday afternoons.

ABC 35,298
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Next Month

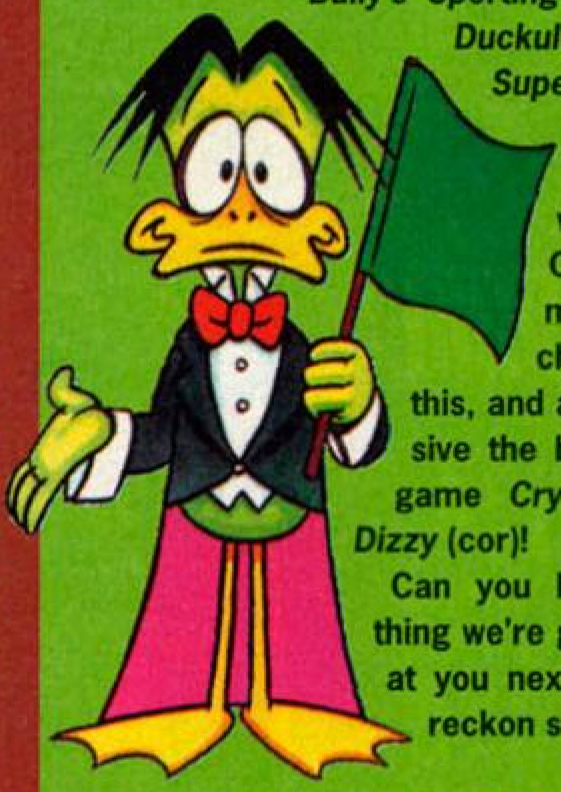
Worra lorra stuff we've got for you in our December issue. All this and more...



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The NC-100 notebook computer isn't CPC-compatible, but with it's *Protext* software and Amstrad branding, it's the closest thing to a portable CPC there is. Is it the ultimate portable peripheral for your machine? The full review in next month's issue...

Games galore



Next month's *Power Up* section is going to be packed to the rafters with reviews. Amongst other things, we'll be testing *Bully's Sporting Darts*, *Count Duckula 2* and the *Super All-Stars* compilation (featuring a whole mob of CodeMasters' most famous characters). All this, and a major exclusive the big new Dizzy game *Crystal Kingdom Dizzy* (cor)!

Can you handle everything we're going to throw at you next month? You reckon so?

Dizzy: a life story



Everyone's favourite talking egg returns to our monitor screens this Christmas. Next month we look at the complete history of Dizzy, review and rate all the games he's been in, chat with those behind him and with Dizzy himself. Plus an exclusive on the new *Crystal Kingdom Dizzy*! Don't miss it!

Techie tidal wave



As the games start busting out of all over the place, there's no let up on the technical side. We conclude our *PowerPage* tutorial, continue our art tutorial, and review more public domain programs than you could comfortably balance on your nose.

And don't forget there'll be another wodge of readers' techie queries, all answered in depth by *AA's* technical wizard Richard Fairhurst.

Technical overload? We got it.

December issue out November 19th

Don't miss it!

Dear Newsagent, *Amstrad Action* is more exciting than a weekend in Skegness, better value than a Sainsbury's ugli fruit and more interesting than *Tubular Bells II* – so please reserve *Amstrad Action* for me, starting with the December issue, which will be out on Thursday 19th November.

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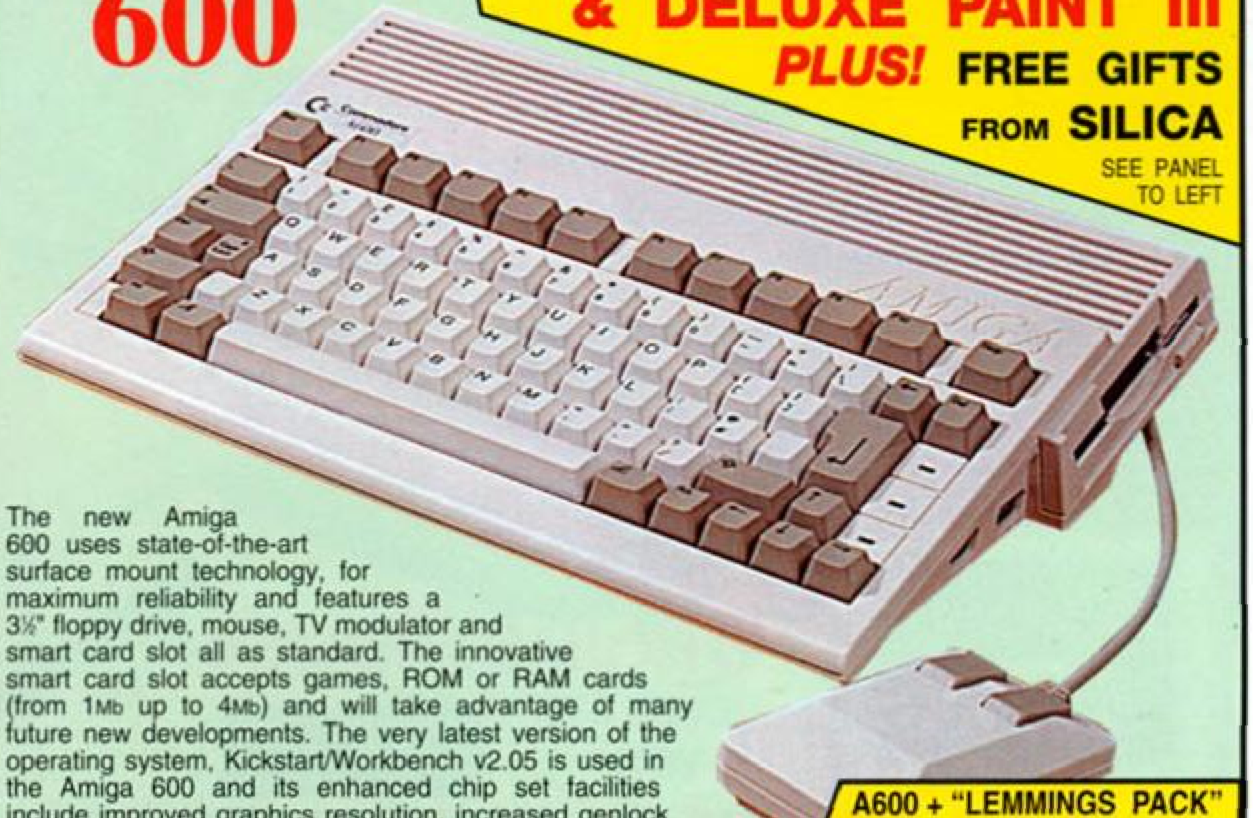


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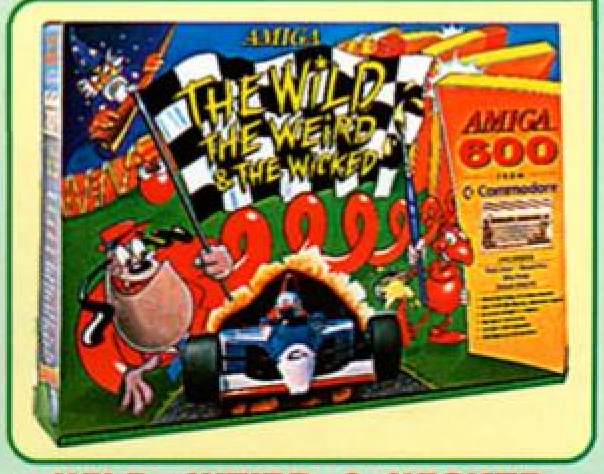
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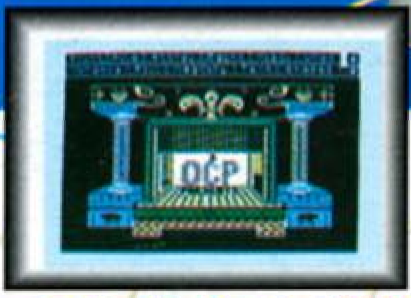
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